

```
1  public interface Condition {  
2      void await() throws InterruptedException;  
3      boolean await(long time, TimeUnit unit) throws InterruptedException;  
4      boolean awaitUntil(Date deadline) throws InterruptedException;  
5      long awaitNanos(long nanosTimeout) throws InterruptedException;  
6      void awaitUninterruptibly();  
7      void signal();           // wake up one waiting thread  
8      void signalAll();       // wake up all waiting threads  
9  }
```

**FIGURE 8.3** The Condition interface: `await()` and its variants release the lock, and give up the processor, and then later awaken and reacquire the lock. The `signal()` and `signalAll()` methods awaken one or more waiting threads.