

```
19 synchronized boolean precombine() {
20     while (locked) wait();
21     switch (cStatus) {
22         case IDLE:
23             cStatus = CStatus.FIRST;
24             return true;
25         case FIRST:
26             locked = true;
27             cStatus = CStatus.SECOND;
28             return false;
29         case ROOT:
30             return false;
31         default:
32             throw new PanicException("unexpected Node state" + cStatus);
33     }
34 }
```

FIGURE 12.5 The Node class: the precombining phase.