

```
67  synchronized void distribute(int prior) {  
68      switch (cStatus) {  
69          case FIRST:  
70              cStatus = CStatus.IDLE;  
71              locked = false;  
72              break;  
73          case SECOND:  
74              result = prior + firstValue;  
75              cStatus = CStatus.RESULT;  
76              break;  
77          default:  
78              throw new PanicException("unexpected Node state");  
79      }  
80      notifyAll();  
81  }
```

FIGURE 12.8 The Node class: the distribution phase.