

```
1 public class Counter {  
2     private long value;  
3     private Lock lock;          // to protect critical section  
4  
5     public long getAndIncrement() {  
6         lock.lock();            // enter critical section  
7         try {  
8             long temp = value;    // in critical section  
9             value = temp + 1;    // in critical section  
10            return temp;  
11        } finally {  
12            lock.unlock();      // leave critical section  
13        }  
14    }  
15 }
```

FIGURE 2.3 Using a lock object.