

```
1 public class BoundedQueue<T> {
2     ReentrantLock enqLock, deqLock;
3     Condition notEmptyCondition, notFullCondition;
4     AtomicInteger size;
5     volatile Node head, tail;
6     final int capacity;
7     public BoundedQueue(int _capacity) {
8         capacity = _capacity;
9         head = new Node(null);
10        tail = head;
11        size = new AtomicInteger(0);
12        enqLock = new ReentrantLock();
13        notFullCondition = enqLock.newCondition();
14        deqLock = new ReentrantLock();
15        notEmptyCondition = deqLock.newCondition();
16    }
17    ...
18 }
```

FIGURE 10.2 The BoundedQueue class: fields and constructor.