

```

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.