

```
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.