

```

1  public class CohortLock implements Lock {
2      final Lock globalLock;
3      final ClusterLocal<CohortDetectionLock> clusterLock;
4      final TurnArbiter localPassArbiter;
5      ClusterLocal<Boolean> passedLocally;
6      public CohortLock(Lock gl, ClusterLocal<CohortDetectonLock> cl, int passLimit) {
7          globalLock = gl;
8          clusterLock = cl;
9          localPassArbiter = new TurnArbiter(passLimit);
10     }
11     public void lock() {
12         clusterLock.get().lock();
13         if (passedLocally.get()) return;
14         globalLock.lock();
15     }
16     public void unlock() {
17         CohortDetectionLock cl = clusterLock.get();
18         if (cl.alone() || !localPassArbiter.goAgain()) {
19             localPassArbiter.passed();
20             passedLocally.set(false);
21             globalLock.unlock();
22         } else {
23             localPassArbiter.wentAgain();
24             passedLocally.set(true);
25         }
26         cl.unlock();
27     }
28 }

```

FIGURE 7.19 The CohortLock class.