

```
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<CohortDetectionLock> 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.