```
1   class Bouncer {
2     public static final int DOWN = 0;
3     public static final int RIGHT = 1;
4     public static final int STOP = 2;
5     private boolean goRight = false;
6     private int last = -1;
7     int visit() {
8       int i = ThreadID.get();
9       last = i;
10      if (goRight)
11        return RIGHT;
12      goRight = true;
13      if (last == i)
14        return STOP;
15      else
16        return DOWN;
17    }
18  }
```

FIGURE 2.19 The Bouncer class implementation for Exercise 2.9.