

```
48     synchronized int op(int combined) {
49         switch (cStatus) {
50             case ROOT:
51                 int prior = result;
52                 result += combined;
53                 return prior;
54             case SECOND:
55                 secondValue = combined;
56                 locked = false;
57                 notifyAll(); // wake up waiting threads
58                 while (cStatus != CStatus.RESULT) wait();
59                 locked = false;
60                 notifyAll();
61                 cStatus = CStatus.IDLE;
62                 return result;
63             default:
64                 throw new PanicException("unexpected Node state");
65         }
66     }
```

FIGURE 12.7 The Node class: applying the operation.