

```

19  synchronized boolean precombine() {
20      while (locked) wait();
21      switch (cStatus) {
22          case IDLE:
23              cStatus = CStatus.FIRST;
24              return true;
25          case FIRST:
26              locked = true;
27              cStatus = CStatus.SECOND;
28              return false;
29          case ROOT:
30              return false;
31          default:
32              throw new PanicException("unexpected Node state" + cStatus);
33      }
34  }

```

**FIGURE 12.5** The Node class: the precombining phase.