

```

39     public Node(Node myParent, int count) {
40         children = count;
41         childCount = new AtomicInteger(count);
42         parent = myParent;
43     }
44     public void await() {
45         boolean mySense = threadSense.get();
46         while (childCount.get() > 0) {};
47         childCount.set(children);
48         if (parent != null) {
49             parent.childDone();
50             while (sense != mySense) {};
51         } else {
52             sense = !sense;
53         }
54         threadSense.set(!mySense);
55     }
56     public void childDone() {
57         childCount.getAndDecrement();
58     }

```

FIGURE 18.9 The StaticTreeBarrier class: internal Node class.