

```
24     enum State {FREE, WAITING, RELEASED, ABORTED};  
25     class QNode {  
26         AtomicReference<State> state;  
27         QNode pred;  
28         public QNode() {  
29             state = new AtomicReference<State>(State.FREE);  
30         }  
31     }
```

**FIGURE 7.25** The CompositeLock class: the QNode class.