```
1   public void enq(T x) {
2     lock.lock();
3     try {
4       while (count == items.length)
5         notFull.await();
6       items[tail] = x;
7       if (++tail == items.length)
8         tail = 0;
9       ++count;
10      if (count == 1) {  // Wrong!
11        notEmpty.signal();
12      }
13    } finally {
14      lock.unlock();
15    }
16  }
```

FIGURE 8.6 This example is *incorrect*. It suffers from lost wakeups. The enq() method signals notEmpty only if it is the first to place an item in an empty buffer. A lost wakeup occurs if multiple consumers are waiting, but only the first is awakened to consume an item.