Model:::::SequenceDiagram interaction SequenceDiagram **Active Thread Condition Queue** Sleeping Thread Monitor Lock PΝ **Politics** enter () await () getLock () trigger () true () SensibilizedVector () WaitingThreads () m = VS and VC alt m >= 1 alt m > 1 DecideTransitionToTrigger() m () SignalWaitingThread () signal () m = 0m = VS \ VC DecideTransitionToTrigger () m () trigger (m) signal () exit ()