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 and /(VC or /VC)) DecideTransitionToTrigger () m () trigger (m) signal () exit ()