

```
static sync available() {return total-alive; }
```

Thread 1

```
Sorting(...) {
```

```
    // child1=...
```

```
1    y= available();
```

```
2    if(y==0) {...}
```

```
3    else if(y==1) {
```

```
4        child1.start();
```

```
5        sync(this) {alive++;}
```

```
6    }
```

```
7    else{
```

```
8        child1.start();
```

```
9        sync(this) {alive++;}
```

```
10       child2.start();
```

```
11       sync(this) {alive++;} ...
```

```
}
```

Thread 2

```
9    sync(this) {alive++;}
```

```
...
```

```
11   sync(this) {alive++;}
```

Thread 3

```
1    available();
```