```
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();
```