

#	Source Code		eSimplified Code	
	Original	Modified	Original	Modified
7	<pre> -synchronized void enqueue(final long seqno, final boolean lastPacketInBlock, final long offsetInBlock) { - if (running) { final Packet p = new Packet(...); LOG.debug(...); ackQueue.addLast(p); notifyAll(); } </pre>	<pre> +void enqueue(final long seqno, final boolean lastPacketInBlock, final long offsetInBlock) { final Packet p = new Packet(...); LOG.debug(...); + synchronized (this) + if (running) { + ackQueue.addLast(p); + notifyAll(); } } </pre>	<pre> synchronized void foo() { statements1 statements2 } </pre>	<pre> statements1 synchronized (obj) { statements2 } </pre>
8	<pre> synchronized (buffers) { if (...) { - if (spillWriter != null) { - spillWriter.close(); - } isFinished = true; } } </pre>	<pre> synchronized (buffers) { if (...) { isFinished = true; } } +if (spillWriter != null) { + spillWriter.close(); +} </pre>	<pre> synchronized (obj) { statements1 statements2 } </pre>	<pre> synchronized (obj) { statements2 } statements1 </pre>
9	<pre> -Membership membership = null; public boolean hasMembers() { if (membership == null) setupMembership(); return membership.hasMembers(); } synchronized void setupMembership() { if (membership == null) { membership = new Membership(super.getLocalMember(true)); } } </pre>	<pre> +volatile Membership membership = null; public boolean hasMembers() { if (membership == null) setupMembership(); return membership.hasMembers(); } synchronized void setupMembership() { if (membership == null) { membership = new Membership(super.getLocalMember(true)); } } </pre>	<pre> T foo; </pre>	<pre> volatile T foo; </pre>
10	<pre> -private volatile int requestCount; -private volatile int errorCount; - requestCount++; </pre>	<pre> +private final AtomicInteger requestCount = + new AtomicInteger(0); +private final AtomicInteger errorCount = + new AtomicInteger(0); + requestCount.incrementAndGet(); </pre>	<pre> volatile T foo; </pre>	<pre> TT foo; </pre>