

#	Source		Pattern	
7				
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) {     statements1 } statements2 </pre>
9				
10	<pre> -protected Membership membership = null; public boolean hasMembers() {     if (membership == null) setupMembership();     return membership.hasMembers(); } protected synchronized void setupMembership() {     if ( membership == null ) {         membership = new Membership(super.getLocalMember(true));     } } </pre>	<pre> +protected volatile Membership membership = null; public boolean hasMembers() {     if (membership == null) setupMembership();     return membership.hasMembers(); } protected synchronized void setupMembership() {     if ( membership == null ) {         membership = new Membership(super.getLocalMember(true));     } } </pre>	<pre> T foo; </pre>	<pre> volatile T foo; </pre>
11	<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>
12	<pre> -private volatile long genstamp;  -public synchronized long nextStamp() { - this.genstamp++; - return this.genstamp; } </pre>	<pre> +private AtomicLong genstamp = + new AtomicLong(); +public long nextStamp() { + return genstamp.incrementAndGet(); } </pre>		