#	Source		Pattern	

1	LeafQueue leafQueue = ...;
	-synchronized (leafQueue) {
	
	  57 LOC
	
	}
		LeafQueue leafQueue = ...;
		+try {
		+ leafQueue.getReadLock().lock();
		  57 LOC
		+} finally {
		+ leafQueue.getReadLock().unlock();
		}
			synchronized (obj) {
			  ...
			}
				try {
				  lock.lock();
				  ...
				} finally {
				  lock.unlock();
				}

2	-Lock readlock = classLoaderContainerMapLock.readLock();
	-try {
	- readlock.lock();
	- result = classLoaderContainerMap.get(tccl);
	-} finally {
	- readlock.unlock();
	-}
	-if (result == null) {
	- Lock writelock = classLoaderContainerMapLock.writeLock();
	- try {
	- writeLock.lock();
	  result = classLoaderContainerMap.get(tccl);
	  if (result == null) {
	  result = new ServerContainerImpl();
	  classLoaderContainerMap.put(tccl, result);
	  }
	- } finally {
	- writeLock.unlock();
	- }
	}
		+synchronized (classLoaderContainerMapLock) {
		
		  result = classLoaderContainerMap.get(tccl);
		  if (result == null) {
		  result = new ServerContainerImpl();
		  classLoaderContainerMap.put(tccl, result);
		  }
		
		}
			try {
			  readLock.lock();
			  read operations
			} finally {
			  readLock.unlock();
			}
			try {
			  writeLock.lock();
			  write operations
			} finally {
			  writeLock.unlock();
			}
				synchronized {
				  all operations
				}

3	private static final Object lock = new Object();
	private Map<...> count = new HashMap<>();
	-synchronized (count) {
	- Pair<Job, String> key =
	- new ImmutablePair<>(jobID, name);
	
	- if (count.containsKey(key)) {
	- count.put(key, count.get(key) + 1);
	  } else {
	- count.put(key, 1);
	  }
	}
		
		+synchronized(lock)
		+ if (!jobCounts.containsKey(jobID)) {
		+ jobCounts.put(jobID, new HashMap<>());
		+ }
		+ Map<String, Integer> count = jobCounts.get(jobID);
		+ if (count.containsKey(name)) {
		+ count.put(name, count.get(name) + 1);
		  } else {
		+ count.put(name, 1);
		  }
		}
			synchronized (obj1) {
			  ...
			}
				synchronized (obj2) {
				  ...
				}

4	-public synchronized void reset() {
	
	  map.clear();
	  members = EMPTY_MEMBERS;
	
	}
		+private final Object membersLock = new Object();
		+public void reset() {
		+ synchronized (membersLock) {
		  map.clear();
		  members = EMPTY_MEMBERS;
		+ }
		}
			synchronized void foo() {
			  ...
			}
				void foo() {
				  synchronized (obj) {
				  ...
				  }
				}