

```
synchronized void put (SensorRecord rec )
{
    // Check that there is space in the buffer; wait if not
    if ( numberOfEntries == bufsize)
        wait () ;
    // Add record at end of buffer
    store [back] = new SensorRecord (rec.sensorId, rec.sensorVal) ;
    back = back + 1 ;
    // If at end of buffer, next entry is at the beginning
    if (back == bufsize)
        back = 0 ;
    numberOfEntries = numberOfEntries + 1 ;
    // indicate that buffer is available
    notify () ;
} // put
```