Previously

• State dependence
  – Guarding – wait on arbitrary state predicate
    • busy wait or suspend (Java wait/notify)
    • timeouts – another way of coming out of a suspend
  – Single class can implement multiple state dependent policies
• Containment - to control access to inner objects
  – make copies of inner objects when revealing state
  – outer objects can synchronize access to inner objects
  – hierarchical locking strategy to avoid deadlock
    • internal – components use owner’s lock
    • external – rely on caller to lock owner