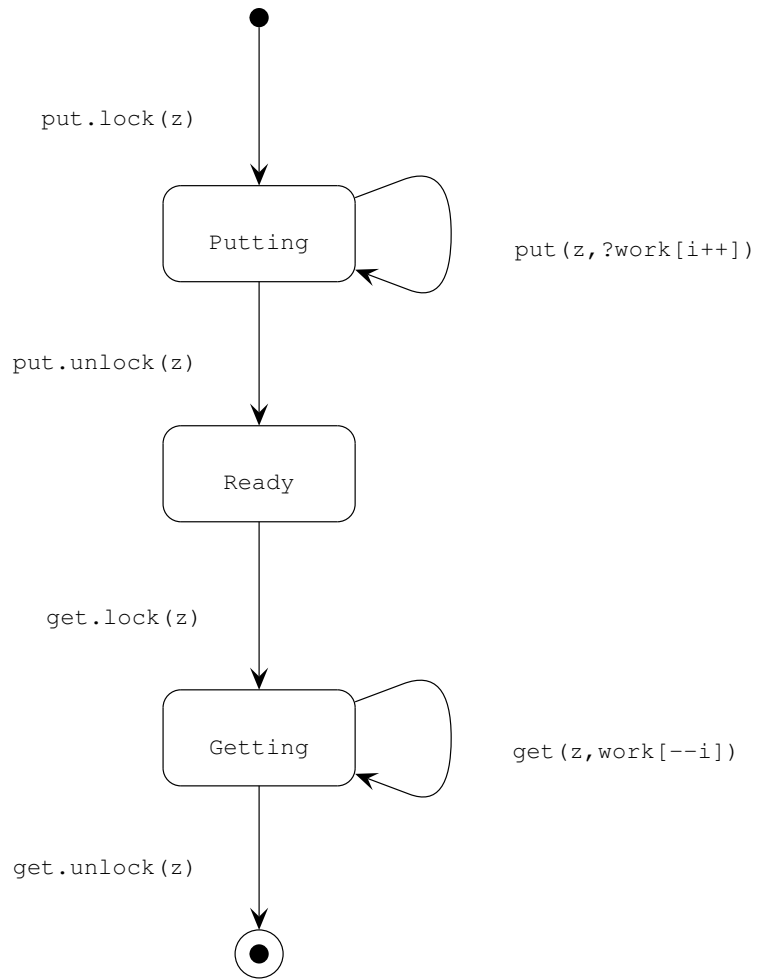


QUEUEDZONE STATE DIAGRAM



This represents a zone in a Queue.

Queues can hold many of those, but at most one per domain in state [putting] and the total number in state [getting] is also at most one.

This diagram expresses how locking relates to the states (and that translates to their links to the Queue).

Note that that locks are not always necessary in practice; they can be optimised away in cases where there is never any competition.