

```

monitor Timer {
  int tod = 0;  ## invariant CLOCK -- see text
  cond check;  # signaled when minrank(check) <= tod
  procedure delay(int interval) {
    int wake_time;
    wake_time = tod + interval;
    if (wake_time > tod) wait(check, wake_time);
  }
  procedure tick() {
    tod = tod+1;
    while (!empty(check) && minrank(check) <= tod)
      signal(check);
  }
}

```

**Figure 5.8** Interval timer with priority wait.