Just moved the problem!

Thread 1

```java
while (busy) { }
busy = true;
int b = getBalance();
if (amount > b)
    throw new ...
setBalance(b - amount);
```

Thread 2

```java
while (busy) { }
busy = true;
int b = getBalance();
if (amount > b)
    throw new ...
setBalance(b - amount);
```

“Lost withdraw” – unhappy bank