)initWithCondition:(int)condition	Initializes a newly created NSConditionLock and sets its condition to condition.
t)condition	Returns the receiver's condition, the state that must be achieved before a conditional lock can be acquired or released.
id)lockWhenCondition:(int)condition	Attempts to acquire a lock when condition is met. Blocks until condition is met.
id)unlockWithCondition:(int)condition	Releases the lock and sets lock state to condition.
OOL)tryLock	Attempts to acquire a lock. Returns YES if successful and NO otherwise.
OOL)tryLockWhenCondition:(int)condition	Attempts to acquire a lock when condition is met. Returns YES if successful and NO otherwise.