

Thread 1

get Red
① get Green

give up Green
give up Red

Thread 2

get Green
② get Red

give up Red
give up Green

⑤

Red + Green are global synchronization objects that only 1 thread can hold @ a time.

Deadlocks if Thread 1 stops at ① & Thread 2 starts @ ②

rule of thumb: always acquire synchronization objects in same order. Reverse either (but not both) of top 2 statements above & no deadlock!

(Dead lock) - 2 or more processes are waiting because each has something the other wants.