

Variable	Value	Thread 0		Thread 1		Thread 2	
counter	0	41	void* run(void* d				
max	3	42	fprintf(stderr, "%z	41	void* run(void* d		
mutex	1	43	sleep((unsigned)	42	fprintf(stderr, "%z	41	void* run(void* d
cond_Var	0	44	mistry(&mist);	43	sleep((unsigned)	42	fprintf(stderr, "%z
		26	void mistry(mist	99	---zzz---	43	sleep((unsigned)
		27	pthread_mutex_l	44	mistry(&mist);	99	---zzz---
		28	++mist->counter;	26	void mistry(mist	99	---zzz---
		29	if (mist->counter	27	pthread_mutex_l	44	mistry(&mist);
		31	pthread_cond_w	99	---zzz---	26	void mistry(mist
stderr: 0: before m 1: before mi 2: before mi 2: after m 0: after mis 1: after mis		99	---zzz---	28	++mist->counter;	27	pthread_mutex_l
		99	---zzz---	29	if (mist->counter	99	---zzz---
		99	---zzz---	31	pthread_cond_w	99	---zzz---
		99	---zzz---	99	---zzz---	28	++mist->counter;
		99	---zzz---	99	---zzz---	29	if (mist->counter
		99	---zzz---	99	---zzz---	33	mist->counter = 0
		99	---zzz---	99	---zzz---	34	pthread_cond_br
		99	---zzz---	99	---zzz---	36	pthread_mutex_u
		36	pthread_mutex_u	99	---zzz---	45	fprintf(stderr, "%z
		45	fprintf(stderr, "%z	36	pthread_mutex_u	46	return NULL;
¿Qué hace mistry()? Implementa una barrera usando una variable condicion		46	return NULL;	45	fprintf(stderr, "%z		
				46	return NULL;		