Lock\_create():

* After calling HANGMAN.., you needs to create wait channel with the name of lock
  + lock->lock\_wchan = wchan\_create(lock->lk\_name);
  + //if you cannot get one, you need to deallocate the lock

if(lock->lock\_wchan==NULL){

kfree(lock->lk\_name);

kfree(lock);

return NULL;

}

Lock\_destroy(): seems to be ok

Lock\_acquire():

* I would also check if the current owner of the lock is not the current lock
  + KASSERT(!lock\_do\_i\_hold(lock));
* I think we need to disable interrupts after acquiring spinlock.
  + Spinlock\_acquire…
  + int spl = splhigh();
  + …
* You have HANGMAN wait inside while loop, it is better to call it before waitig for a lock, before while statement
  + HANGMAN..
  + while(lock…
* you need to enable interrupts before releasing spinlock
  + splx(spl)
  + spinlock\_release

lock\_release:

* again first acquire spinlock, then disable interrupts;
* better call HANGMAN\_release at the end, after wakeup process. Maybe just before splx statement