

Übungsblatt 03 - Aufgabe 1 - Synchronisation

I

```
1 global int i = 1;
2 global mutex a = false;
3 global mutex b = true;
```

A

```
4 while(i < 4) {
5     down(a)
6     i = i / 2 + 2
7     up(b) }
```

B

```
8 while(i < 4) {
9     down(b)
10    i = i + 1
11    up(a) }
```

Zeile

