

## Weeks 3 Lab Exercises

### 1. Project

Finalize the design and narrative of your game, including major features and milestones.

Ensure tickets are created for all the features, etc. and that you are able to submit to SVN or git.

### 2. Deadlocks

Read through the following introductions to deadlocks, and complete the tutorials:

[http://www.bogotobogo.com/cplusplus/C11/9\\_C11\\_DeadLock.php](http://www.bogotobogo.com/cplusplus/C11/9_C11_DeadLock.php)

<http://www.codeguru.com/cpp/misc/misc/threadsprocesses/article.php/c15545/Deadlock-the-Problem-and-a-Solution.htm>

<http://www.justsoftwaresolutions.co.uk/threading/multithreading-in-c++10-part-7-locking-multiple-mutexes.html>

### 3. Assignments

<https://eduassistpro.github.io/>

Work on assignment 1 (due next week).

Add WeChat edu\_assist\_pro