**Current Process Process Queue Blocked Queue**

Because P2 is still in the critical section and holds the lock, P3 remains in the blocked queue and waits for the CPU to switch back to P2 so that P2 can finish its CS and give the lock to P3.

Process 3

sp = <memory location

Next=<pointer to process 2>

Blocked = 1

&l->block\_process\_queue

Process 2

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

process\_queue\*

process\_queue\*

Process 3

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

Process 2

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

CONTEXT SWTICH; P2 NOT GIVING UP LOCK

Process 2

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

&l->block\_process\_queue

Process 3

sp = <memory location

Next=<pointer to process 2>

Blocked = 1

\*next

Process 2

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

Process 1

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

Process 3

sp = <memory location

Next=<pointer to process 2>

Blocked = 1

&l->block\_process\_queue

Process 3

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

process\_queue\*

Process 2

sp = <memory location

Next=<pointer to process 2>

Blocked = 0

process\_queue\*

Process 1

sp = <memory location

Next=<pointer to process 2>

Blocked = 0