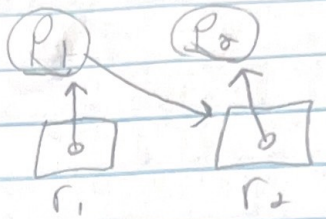
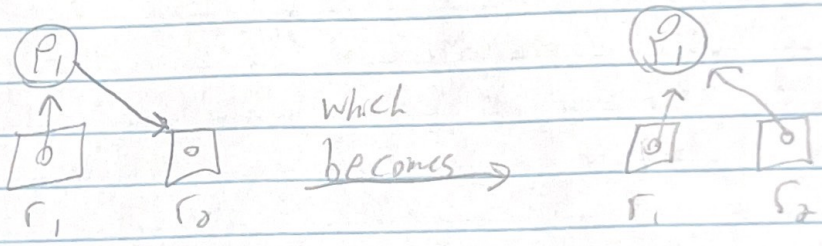
(2)

Consider the following resource allocation graph:



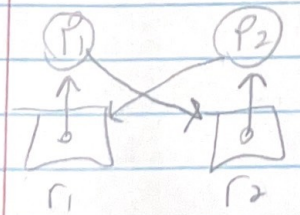
This graph represents an unsafe system, which means the graph could become a deadlocked state, but it is not deadlocked currently.

P2 is not blocked and could be released giving the following graph:



which is not a deadlocked state, as P1 is not blocked.

However, returning to the original graph, if P2 requests r1, both P1 and P2 become blocked and the system is deadlocked, as shown below



which shows the original graph to not be safe, nor deadlocked.