#include<iostream>

#include<thread>

#include<mutex>

using namespace std;

std::mutex m1;

std::mutex m2;

std::mutex m3;

void thread1() {

m1.lock();

m2.lock();

m3.lock();

cout<<"Critical section of Thread Thread One\n";

m1.unlock();

m2.unlock();

m3.unlock();

}

void thread2() {

m2.lock();

m1.lock();

m3.lock();

cout<<"Critical section of Thread Thread Two\n";

m2.unlock();

m1.unlock();

m3.unlock();

}

void thread3() {

m3.lock();

m1.lock();

m2.lock();

cout<<"Critical section of Thread Three\n";

m3.unlock();

m1.unlock();

m2.unlock();

}

int main()

{

thread t1(thread1);

thread t2(thread2);

thread t3(thread3);

t1.join();

t2.join();

t3.join();

return 0;

}