```
1  void acquire(spinlock *lock) {
2    int attempts = 0;
3    while (true) {
4      ++attempts;
5      TLE_STATUS status = TX_Begin;
6      if (status == STARTED) {
7        if (!lock.held()) {
8          return;
9        }
10       else {
11         TX_End;
12         attempts--;
13         while (lock.held()) { }
14       }
15     }
16     else if (status != TX_Conflict || attempts >= 4) {
17       lock.acquire();
18       return;
19     }
20   }
21 }
22 void release(spinlock *lock) {
23   if (!lock.held()) {
24     TX_End;
25   }
26   else {
27     lock.release();
28   }
29 }
```

FIGURE 20.7 A complete implementation of TLE, using a spin-lock as the fallback path.