```
1   std::mutex counter_lock;
2   int *counters = ...;
3
4   void increment_pos_counters(size_t num, size_t *which) {
5     std::lock_guard<std::mutex> guard(counter_lock);
6     for (size_t i = 0; i < num; ++i) {
7       if (counters[which[i]] > 0)
8         ++counters[which[i]];
9     }
10  }
```

FIGURE 20.5 A lock-based algorithm for conditionally incrementing counters.