

```
In [ ]: import threading
var=0
def f1():
    global var
    var=var+1
def f2():
    for v in range(100000000):
        f1()
def f3():
    global var
    var=0
    threading.Thread(target=f2).start()
    threading.Thread(target=f2).start()

for v in range(15):
    f3()
    print("var value:{}".format(var))
```

```
In [8]: import threading

var=0
def f1():
    global var
    var=var+1
def f2():
    for v in range(10):
        f1()
def f3():
    global var
    var=0
    threading.Thread(target=f2).start()
    threading.Thread(target=f2).start()

for v in range(15):
    f3()
    print("var value:{}".format(var))
```

```
var value:31965567
var value:32155298
var value:32295815
var value:32655937
var value:32742167
var value:32820396
var value:845184
var value:1132522
var value:896451
var value:1288518
var value:1475324
var value:529683
var value:784816
var value:1343201
var value:1661076
```

```

In [ ]: # create a resource
# Lock - Thread entered -
#           |
# unlock
#           |
# T1  T2  T3
#   |   |   |
#   |   |   | Lock
#   |   |   | ( execution )
#   |   |   | Crititcal section - relase

t1 t2 t3 .. t20 //active state
[ ]
c=1 [tx]
c-=1
c=0 -> c=0 -[tx]-
[ ]
c+=1
c=1 ----- [ ]....[tx1]
c-=1
c=0 ----->[tx1]
|_release
c+=1 ----->[]
c=0,1
-----

```

```
In [13]: import threading

var=0
def f1():
    global var
    var=var+1
def f2(Lobj):
    for v in range(10000):
        Lobj.acquire() # Lock
        f1()
        Lobj.release() # unlock
def f3():
    global var
    var=0
    Lobj=threading.Lock()
    threading.Thread(target=f2,args=(Lobj,)).start()
    threading.Thread(target=f2,args=(Lobj,)).start()

for v in range(10):
    f3()
    print("var value:{}".format(var))
```

```
var value:13902078
var value:265166
var value:291099
var value:173064
var value:414553
var value:532528
var value:615632
var value:597531
var value:109820
var value:380291
```