If it is possible, implement with a **minimum** number of semaphores, a complete serialization (for all variables) between *read* and *write,* such that the **read** operation is always done **after** the **write** operation.
Specify the **number**, **type** and **initial values** of the necessary semaphores.

If a complete serialization is not possible (for all the variables), give the solution for a partial serialization and specify for which variable(s) the serialization is impossible.
In your partial serialization consider as more important having:
   a) high concurrency vs. minimum number of semaphores
   b) Minimum number of semaphores vs. high concurency

Thread A   Thread B
      {   {
      write z;   read z;
      read x;   read y;
      write y;   write x;
      }   }