手撕一个死锁！

public class DeadLock {  
 public static void main(String[] args) {  
 Object Lock1 = new Object();  
 Object Lock2 = new Object();  
  
 new Thread(new Runnable() {  
 @Override  
 public void run() {  
 synchronized (Lock1){  
 try {  
 Thread.*sleep*(1000);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 synchronized (Lock2){  
 System.*out*.println("At here");  
 }  
 }  
 }  
 }).start();  
  
 new Thread(new Runnable() {  
 @Override  
 public void run() {  
 synchronized (Lock2){  
 try {  
 Thread.*sleep*(1000);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 synchronized (Lock1){  
 System.*out*.println("At there");  
 }  
 }  
 }  
 }).start();  
 }  
}