CS241 - L13 Lawrence Angrave	"Synchronization	Primitives:	Mutex	and	Semaphore"
What is a critical section?					
What is a mutex?					
What are the two ways to create a mutex?					
How do you lock and unlock a mutex?					
When can you destroy a mutex and what is u	undefined behavior?				

What is a counting semaphore?
What do post and wait do?
How would you make a semaphore behave like a mutex?
Can you use it in a signal handler?
How do you create a semaphore and destroy it?
(if there's time) How would use a semaphore to be able to printf when a signal is handled?