hw6

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problem1

```
zmh@zmh:~/lab6$ gcc lab6_1.c -pthread -o lab6_1.o
zmh@zmh:~/lab6$ ./lab6_1.o 10
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 100
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 1000
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 10000
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 100000
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 1000000
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 10000000
counter = 0
zmh@zmh:~/lab6$ ./lab6_1.o 100000000
counter = 0
zmh@zmh:~/lab6$
```

b.

n	10	100	100 0	100 00	100 000	100 000 0	100 000 00	100 000 000
counter	0	0	0	0	0	0	0	0

c.

the value of counter is always a constant. The value is zero. By using the mutex lock, increasing the counter and decreasing the counter with same times will make the final value to be zero.

problem2

```
zmh@zmh:~/lab6$ gcc lab6_2.c -lrt -pthread -o lab6_2.o
zmh@zmh:~/lab6$ ./lab6_2.o 15
values:
 1
 1
 2
 3
 5
 8
 13
 21
 34
 55
 89
 144
 233
 377
 610
```