

## Thread 1

```
if (_xbegin() ...) {  
    count++;  
    _xend();  
} else {  
    lock(...);  
    count++;  
    unlock(...);  
}
```

## Thread 2

```
if (_xbegin() ...) {  
    count++;  
    _xend();  
} else {  
    lock(...);  
    count++;  
    unlock(...);  
}
```

