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

Thread 2

Thread 1