

```

void g() {
    lock(L1);
    unlock(L2);
    lock(L3);

    ...
    unlock(L1);
    unlock(L3);
}

void thread2() {
    lock(L2);
    g();
}

```

### PRECONDITION:

Locked	=	{L2}
Unlocked	=	{L1, L3}

### POSTCONDITION:

Lockset	=	{}
Unlockset	=	{L1, L2, L3}
Dependencies	=	{L1->L3}
WereLocked	=	{L1, L3}
Order	=	{L2->L3}