

void **thread1** (...) {  
 ...  
 pthread\_mutex\_lock(&**L1**);  
 ...  
 pthread\_mutex\_lock(&**L2**);  
 ...  
 pthread\_mutex\_unlock(&**L1**);  
}

**PRECONDITION:**

Locked = {}

Unlocked = {L1, **L2**}

**POSTCONDITION:**

Lockset = {L1, **L2**}

Unlockset = {}

Dependencies = {**L1->L2**}