

```
void g() {  
    lock(L1);  
    unlock(L2);  
    lock(L3);  
    ...  
    unlock(L1);  
    unlock(L3);  
}  
void thread2() {  
    lock(L2);  
    g();  
}
```

NEW DEPS:

L2->L1



### PRECONDITION:

Locked = {L2}

Unlocked = {L1, L3}

### POSTCONDITION:

Lockset = {}

Unlockset = {L1, L2, L3}

Dependencies = {L1->L3}

WereLocked = {L1, L3}

Order = {L2->L3}

L2 UNLOCKED BEFORE  
LOCKING L3