

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

APPLY THE SUMMARY  
OF **g()**

### PRECONDITION:

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

### POSTCONDITION:

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