

● `void thread1 (...) {`
 `...`
 `pthread_mutex_lock(&L1);`
 `...`
 `pthread_mutex_lock(&L2);`
 `...`
 `pthread_mutex_unlock(&L1);`
}

PRECONDITION:

Locked = {}

Unlocked = {}

POSTCONDITION:

Lockset = {}

Unlockset = {}

Dependencies = {}