

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

PRECONDITION:

Locked = {}

Unlocked = {L1, L2}

POSTCONDITION:

Lockset = {L2}

Unlockset = {**L1**}

Dependencies = {L1->L2}