

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

PRECONDITION:

Locked = {}

Unlocked = {**L1**}

POSTCONDITION:

Lockset = {**L1**}

Unlockset = {}

Dependencies = {}