

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

NEW DEPS:
L2->L1, L2->L3

PRECONDITION:

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

POSTCONDITION:

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