

```
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 }