

Turn	Thread	Instructions Executed	PC	<i>lockTaken</i>
1	T0: __init__()	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	44	False
2	T1: thread(0)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	11	False
3	T2: thread(1)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	12	True
4	T1: thread(0)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	28	True

code/naiveLock.hny:10 @cs: assert atLabel(cs) == { (thread, self): 1 }

24	3-ary DictAdd	Threads			
25	Push 1	ID	Status	Stack Trace	Stack Top
26	3-ary DictAdd	T0	terminated	__init__()	
27	2-ary ==	T1	failed atomic read-only	thread(0)	self: 0
28	Assert			Harmony assertion failed	
29	AtomicDec	T2	runnable	thread(1)	self: 1
30	ReadonlyDec				