

```
struct Lock {
    int *mutex;
    Lock( void ) {
        int state = 0;
        HANDLE_ERROR( cudaMalloc( (void**)& mutex,
                                sizeof(int) ) );
        HANDLE_ERROR( cudaMemcpy( mutex, &state, sizeof(int),
                               cudaMemcpyHostToDevice ) );
    }
    ~Lock( void ) {
        cudaFree( mutex );
    }
    __device__ void lock( void ) {
        while( atomicCAS( mutex, 0, 1 ) != 0 );
    }
    __device__ void unlock( void ) {
        atomicExch( mutex, 0 );
    }
};
```