

```
def run(self):

    print "Starting " + self.name

    # Get lock to synchronize threads

    threadLock.acquire()

    print_time(self.name, self.counter, 3)

    # Free lock to release next thread

    threadLock.release()

def print_time(threadName, delay, counter):

    while counter:

        time.sleep(delay)

        print "%s: %s" % (threadName, time.ctime(time.time()))

        counter -= 1

threadLock = threading.Lock()
threads = []

# Create new threads
thread1 = myThread(1, "Thread-1", 1)
thread2 = myThread(2, "Thread-2", 2)

# Start new Threads
thread1.start()
thread2.start()

# Add threads to thread list
```