```c
// ...
#include <linux/semaphore.h>
#include <linux/delay.h>
// ...
static struct semaphore lock;


static int driver_open(struct inode *geraetedatei, struct file *instanz) {
    //nonblocking accquire, returns 0 on success
    while (down_trylock(&lock) != 0) {
        //accquire failed
        printk("We are busy, try later\n");
        msleep(200);
    }


    // sleep 3 seconds
    printk("open success\n");
    msleep(3 * 1000);
    up(&lock);
    return 0;
}

static int __init ModInit(void) {
    // ...


    //init semaphore(mutex weil binärer sempahor)
    sema_init(&lock, 1);
    return 0;
}

// ...
```