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1 "C:\Program Files\Java\jdk1.8.0_201\bin\java.exe" "-
  javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2018.3.
  1\lib\idea_rt.jar=52482:C:\Program Files\JetBrains\
  IntelliJ IDEA 2018.3.1\bin" -Dfile.encoding=UTF-8 -
  classpath "C:\Program Files\Java\jdk1.8.0_201\jre\lib\
  charsets.jar;C:\Program Files\Java\jdk1.8.0_201\jre\lib\
  deploy.jar;C:\Program Files\Java\jdk1.8.0_201\jre\lib\ext\
  access-bridge-64.jar;C:\Program Files\Java\jdk1.8.0_201\
  jre\lib\ext\cldrdata.jar;C:\Program Files\Java\jdk1.8.
  0_201\jre\lib\ext\dnsns.jar;C:\Program Files\Java\jdk1.8.
  0_201\jre\lib\ext\jaccess.jar;C:\Program Files\Java\jdk1.8
  .0_201\jre\lib\ext\jfxrt.jar;C:\Program Files\Java\jdk1.8.
  0_201\jre\lib\ext\localedata.jar;C:\Program Files\Java\
  jdk1.8.0_201\jre\lib\ext\nashorn.jar;C:\Program Files\Java
  \jdk1.8.0_201\jre\lib\ext\sunec.jar;C:\Program Files\Java\
  jdk1.8.0_201\jre\lib\ext\sunjce_provider.jar;C:\Program
  Files\Java\jdk1.8.0_201\jre\lib\ext\sunmscapi.jar;C:\
  Program Files\Java\jdk1.8.0_201\jre\lib\ext\sunpkcs11.jar;
  C:\Program Files\Java\jdk1.8.0_201\jre\lib\ext\zipfs.jar;C
  : \Program Files\Java\jdk1.8.0_201\jre\lib\javaws.jar;C:\
  Program Files\Java\jdk1.8.0_201\jre\lib\jce.jar;C:\Program
  Files\Java\jdk1.8.0_201\jre\lib\jfr.jar;C:\Program Files\
  Java\jdk1.8.0_201\jre\lib\jfxswt.jar;C:\Program Files\Java
  \jdk1.8.0_201\jre\lib\jsse.jar;C:\Program Files\Java\jdk1.
  8.0_201\jre\lib\management-agent.jar;C:\Program Files\Java
  \jdk1.8.0_201\jre\lib\plugin.jar;C:\Program Files\Java\
  jdk1.8.0_201\jre\lib\resources.jar;C:\Program Files\Java\
  jdk1.8.0_201\jre\lib\rt.jar;C:\Users\osaht\workspace\
  School-Projects\Java Projects\Mutual Exclusion task 2\
  target\classes" threads.BlockManager
2 Main thread starts executing.
3 Initial value of top = 3.
4 Initial value of stack top = d.
5 Main thread will now fork several threads.
6 main(): Three AcquireBlock threads have been created.
7 main(): Three ReleaseBlock threads have been created.
8 main(): CharStackProber threads have been created: 4
9 main(): All the threads are ready.
10 value of sephamore = -9
11 AcquireBlock thread [TID=1] starts executing.
12 threads.BlockManager$AcquireBlock thread [TID=1] starts
  PHASE I.
13 Some stats info in the PHASE I:
14     iTID = 1, siNextTID = 11, siTurn = 1.
15     Their "checksum": 1111
16 threads.BlockManager$AcquireBlock thread [TID=1] finishes
  PHASE I.
17 AcquireBlock thread [TID=1] requests Ms block.
18 AcquireBlock thread [TID=1] has obtained Ms block d from

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18 position 3.
19 Acq[TID=1]: Current value of top = 2.
20 Acq[TID=1]: Current value of stack top = c.
21 threads.BlockManager$AcquireBlock thread [TID=1] starts
  PHASE II.
22 Some stats info in the PHASE II:
23     iTID = 1, siNextTID = 11, siTurn = 1.
24     Their "checksum": 1111
25 threads.BlockManager$AcquireBlock thread [TID=1] finishes
  PHASE II.
26 AcquireBlock thread [TID=1] terminates.
27 threads.BlockManager$CharStackProber thread [TID=7] starts
  PHASE I.
28 Some stats info in the PHASE I:
29     iTID = 7, siNextTID = 11, siTurn = 1.
30     Their "checksum": 1171
31 threads.BlockManager$CharStackProber thread [TID=7]
  finishes PHASE I.
32 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
33 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
34 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
35 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
36 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
37 threads.BlockManager$CharStackProber thread [TID=7] starts
  PHASE II.
38 Some stats info in the PHASE II:
39     iTID = 7, siNextTID = 11, siTurn = 1.
40     Their "checksum": 1171
41 threads.BlockManager$CharStackProber thread [TID=7]
  finishes PHASE II.
42 ReleaseBlock thread [TID=4] starts executing.
43 threads.BlockManager$CharStackProber thread [TID=8] starts
  PHASE I.
44 threads.BlockManager$ReleaseBlock thread [TID=4] starts
  PHASE I.
45 Some stats info in the PHASE I:
46     iTID = 4, siNextTID = 11, siTurn = 1.
47     Their "checksum": 1141
48 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
  PHASE I.
49 ReleaseBlock thread [TID=4] returns Ms block d to position
  3.
50 d has been successfully added to the stack
51 Rel[TID=4]: Current value of top = 3.
52 Rel[TID=4]: Current value of stack top = d.
53 threads.BlockManager$ReleaseBlock thread [TID=4] starts
  PHASE II.
54 Some stats info in the PHASE II:
55     iTID = 4, siNextTID = 11, siTurn = 1.

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56     Their "checksum": 1141
57 Some stats info in the PHASE I:
58     iTID = 8, siNextTID = 11, siTurn = 1.
59     Their "checksum": 1181
60 threads.BlockManager$CharStackProber thread [TID=8]
    finishes PHASE I.
61 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
62 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
63 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
64 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
65 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
66 threads.BlockManager$CharStackProber thread [TID=8]
    starts PHASE II.
67 Some stats info in the PHASE II:
68     iTID = 8, siNextTID = 11, siTurn = 1.
69     Their "checksum": 1181
70 threads.BlockManager$CharStackProber thread [TID=8]
    finishes PHASE II.
71 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
    PHASE II.
72 ReleaseBlock thread [TID=4] terminates.
73 AcquireBlock thread [TID=2] starts executing.
74 threads.BlockManager$AcquireBlock thread [TID=2] starts
    PHASE I.
75 Some stats info in the PHASE I:
76     iTID = 2, siNextTID = 11, siTurn = 1.
77     Their "checksum": 1121
78 threads.BlockManager$AcquireBlock thread [TID=2] finishes
    PHASE I.
79 AcquireBlock thread [TID=2] requests Ms block.
80 AcquireBlock thread [TID=2] has obtained Ms block d from
    position 3.
81 Acq[TID=2]: Current value of top = 2.
82 Acq[TID=2]: Current value of stack top = c.
83 threads.BlockManager$AcquireBlock thread [TID=2] starts
    PHASE II.
84 Some stats info in the PHASE II:
85     iTID = 2, siNextTID = 11, siTurn = 1.
86     Their "checksum": 1121
87 threads.BlockManager$AcquireBlock thread [TID=2] finishes
    PHASE II.
88 AcquireBlock thread [TID=2] terminates.
89 threads.BlockManager$CharStackProber thread [TID=9]
    starts PHASE I.
90 Some stats info in the PHASE I:
91     iTID = 9, siNextTID = 11, siTurn = 1.
92     Their "checksum": 1191
93 threads.BlockManager$CharStackProber thread [TID=9]
    finishes PHASE I.

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94 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
95 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
96 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
97 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
98 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
99 threads.BlockManager$CharStackProber thread [TID=9]
   starts PHASE II.
100 Some stats info in the PHASE II:
101     iTID = 9, siNextTID = 11, siTurn = 1.
102     Their "checksum": 1191
103 threads.BlockManager$CharStackProber thread [TID=9]
   finishes PHASE II.
104 ReleaseBlock thread [TID=5] starts executing.
105 threads.BlockManager$ReleaseBlock thread [TID=5] starts
   PHASE I.
106 Some stats info in the PHASE I:
107     iTID = 5, siNextTID = 11, siTurn = 1.
108     Their "checksum": 1151
109 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
   PHASE I.
110 ReleaseBlock thread [TID=5] returns Ms block d to
   position 3.
111 d has been successfully added to the stack
112 Rel[TID=5]: Current value of top = 3.
113 Rel[TID=5]: Current value of stack top = d.
114 threads.BlockManager$ReleaseBlock thread [TID=5] starts
   PHASE II.
115 Some stats info in the PHASE II:
116     iTID = 5, siNextTID = 11, siTurn = 1.
117     Their "checksum": 1151
118 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
   PHASE II.
119 threads.BlockManager$CharStackProber thread [TID=10]
   starts PHASE I.
120 ReleaseBlock thread [TID=5] terminates.
121 Some stats info in the PHASE I:
122     iTID = 10, siNextTID = 11, siTurn = 1.
123     Their "checksum": 1201
124 threads.BlockManager$CharStackProber thread [TID=10]
   finishes PHASE I.
125 Stack Prober [TID=10]: Stack state: [a][b][c]ReleaseBlock
   thread [TID=6] starts executing.
126 threads.BlockManager$ReleaseBlock thread [TID=6] starts
   PHASE I.
127 Some stats info in the PHASE I:
128     iTID = 6, siNextTID = 11, siTurn = 1.
129     Their "checksum": 1161
130 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
   PHASE I.

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131 ReleaseBlock thread [TID=6] returns Ms block e to
    position 4.
132 e has been successfully added to the stack
133 Rel[TID=6]: Current value of top = 4.
134 Rel[TID=6]: Current value of stack top = e.
135 threads.BlockManager$ReleaseBlock thread [TID=6] starts
    PHASE II.
136 Some stats info in the PHASE II:
137     iTID = 6, siNextTID = 11, siTurn = 1.
138     Their "checksum": 1161
139 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
    PHASE II.
140 ReleaseBlock thread [TID=6] terminates.
141 (d)(e)[*].
142 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
143 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
144 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
145 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
146 threads.BlockManager$CharStackProber thread [TID=10]
    starts PHASE II.
147 Some stats info in the PHASE II:
148     iTID = 10, siNextTID = 11, siTurn = 1.
149     Their "checksum": 1201
150 threads.BlockManager$CharStackProber thread [TID=10]
    finishes PHASE II.
151 AcquireBlock thread [TID=3] starts executing.
152 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE I.
153 Some stats info in the PHASE I:
154     iTID = 3, siNextTID = 11, siTurn = 1.
155     Their "checksum": 1131
156 threads.BlockManager$AcquireBlock thread [TID=3] finishes
    PHASE I.
157 AcquireBlock thread [TID=3] requests Ms block.
158 AcquireBlock thread [TID=3] has obtained Ms block e from
    position 4.
159 Acq[TID=3]: Current value of top = 3.
160 Acq[TID=3]: Current value of stack top = d.
161 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE II.
162 Some stats info in the PHASE II:
163     iTID = 3, siNextTID = 11, siTurn = 1.
164     Their "checksum": 1131
165 threads.BlockManager$AcquireBlock thread [TID=3] finishes
    PHASE II.
166 AcquireBlock thread [TID=3] terminates.
167 System terminates normally.
168 Final value of top = 3.
169 Final value of stack top = d.

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170 Final value of stack top-1 = c.  
171 Stack access count = 138  
172  
173 Process finished with exit code 0  
174
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