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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=52495: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 AcquireBlock thread [TID=1] starts executing.
10 threads.BlockManager$CharStackProber thread [TID=7] starts
    PHASE I.
11 Some stats info in the PHASE I:
12     iTID = 7, siNextTID = 11, siTurn = 1.
13     Their "checksum": 1171
14 main(): All the threads are ready.
15 threads.BlockManager$AcquireBlock thread [TID=1] starts
   PHASE I.
16 Some stats info in the PHASE I:
17     iTID = 1, siNextTID = 11, siTurn = 1.
18     Their "checksum": 1111
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19 threads.BlockManager$AcquireBlock thread [TID=1] finishes
   PHASE I.
20 AcquireBlock thread [TID=1] requests Ms block.
21 AcquireBlock thread [TID=1] has obtained Ms block d from
   position 3.
22 Acq[TID=1]: Current value of top = 2.
23 Acq[TID=1]: Current value of stack top = c.
24 threads.BlockManager$AcquireBlock thread [TID=1] starts
   PHASE II.
25 Some stats info in the PHASE II:
26     iTID = 1, siNextTID = 11, siTurn = 1.
27     Their "checksum": 1111
28 threads.BlockManager$AcquireBlock thread [TID=1] finishes
   PHASE II.
29 AcquireBlock thread [TID=1] terminates.
30 threads.BlockManager$CharStackProber thread [TID=7]
   finishes PHASE I.
31 ReleaseBlock thread [TID=4] starts executing.
32 Stack Prober [TID=7]: Stack state: value of sephamore = -9
33 [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$ReleaseBlock thread [TID=4] starts
   PHASE I.
38 Some stats info in the PHASE I:
39     iTID = 4, siNextTID = 11, siTurn = 1.
40     Their "checksum": 1141
41 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
   PHASE I.
42 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*]
   ReleaseBlock thread [TID=4] returns Ms block d to position
    3.
43 [*].
44 d has been successfully added to the stack
45 threads.BlockManager$CharStackProber thread [TID=7] starts
    PHASE II.
46 Some stats info in the PHASE II:
47     iTID = 7, siNextTID = 11, siTurn = 1.
48     Their "checksum": 1171
49 threads.BlockManager$CharStackProber thread [TID=7]
   finishes PHASE II.
50 Rel[TID=4]: Current value of top = 3.
51 Rel[TID=4]: Current value of stack top = d.
52 threads.BlockManager$ReleaseBlock thread [TID=4] starts
   PHASE II.
53 Some stats info in the PHASE II:
54     iTID = 4, siNextTID = 11, siTurn = 1.
55     Their "checksum": 1141
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 56 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
     PHASE II.
 57 ReleaseBlock thread [TID=4] terminates.
 58 threads.BlockManager$CharStackProber thread [TID=8]
    starts PHASE I.
 59 ReleaseBlock thread [TID=6] starts executing.
 60 threads.BlockManager$ReleaseBlock thread [TID=6] starts
    PHASE I.
 61 Some stats info in the PHASE I:
 62     iTID = 6, siNextTID = 11, siTurn = 1.
 63     Their "checksum": 1161
 64 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
     PHASE I.
 65 ReleaseBlock thread [TID=6] returns Ms block e to
    position 4.
 66 threads.BlockManager$CharStackProber thread [TID=9]
    starts PHASE I.
 67 Some stats info in the PHASE I:
 68     iTID = 9, siNextTID = 11, siTurn = 1.
 69     Their "checksum": 1191
 70 threads.BlockManager$CharStackProber thread [TID=9]
    finishes PHASE I.
 71 Stack Prober [TID=9]: Stack state: [a][b][c][d](e)[*].
 72 Stack Prober [TID=9]: Stack state: [a][b][c][d](e)[*].
 73 Stack Prober [TID=9]: Stack state: [a][b][c][d](e)[*].
 74 Stack Prober [TID=9]: Stack state: [a][b][c][d](e)[*].
 75 Stack Prober [TID=9]: Stack state: [a][b][c][d](e)[*].
 76 threads.BlockManager$CharStackProber thread [TID=9]
    starts PHASE II.
 77 Some stats info in the PHASE II:
 78     iTID = 9, siNextTID = 11, siTurn = 1.
 79     Their "checksum": 1191
 80 threads.BlockManager$CharStackProber thread [TID=9]
    finishes PHASE II.
 81 threads.BlockManager$CharStackProber thread [TID=10]
    starts PHASE I.
 82 Some stats info in the PHASE I:
 83     iTID = 10, siNextTID = 11, siTurn = 1.
 84     Their "checksum": 1201
 85 threads.BlockManager$CharStackProber thread [TID=10]
    finishes PHASE I.
 86 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 87 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 88 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 89 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 90 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 91 threads.BlockManager$CharStackProber thread [TID=10]
    starts PHASE II.
 92 Some stats info in the PHASE II:
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 93     iTID = 10, siNextTID = 11, siTurn = 1.
 94     Their "checksum": 1201
 95 threads.BlockManager$CharStackProber thread [TID=10]
    finishes PHASE II.
 96 AcquireBlock thread [TID=3] starts executing.
 97 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE I.
 98 Some stats info in the PHASE I:
 99     iTID = 3, siNextTID = 11, siTurn = 1.
100     Their "checksum": 1131
101 threads.BlockManager$AcquireBlock thread [TID=3] finishes
     PHASE I.
102 AcquireBlock thread [TID=3] requests Ms block.
103 AcquireBlock thread [TID=3] has obtained Ms block e from
    position 4.
104 Acq[TID=3]: Current value of top = 3.
105 Acq[TID=3]: Current value of stack top = d.
106 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE II.
107 Some stats info in the PHASE II:
108     iTID = 3, siNextTID = 11, siTurn = 1.
109     Their "checksum": 1131
110 threads.BlockManager$AcquireBlock thread [TID=3] finishes
     PHASE II.
111 AcquireBlock thread [TID=3] terminates.
112 ReleaseBlock thread [TID=5] starts executing.
113 threads.BlockManager$ReleaseBlock thread [TID=5] starts
    PHASE I.
114 Some stats info in the PHASE I:
115     iTID = 5, siNextTID = 11, siTurn = 1.
116     Their "checksum": 1151
117 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
     PHASE I.
118 ReleaseBlock thread [TID=5] returns Ms block e to
    position 4.
119 e has been successfully added to the stack
120 Rel[TID=5]: Current value of top = 4.
121 Rel[TID=5]: Current value of stack top = e.
122 threads.BlockManager$ReleaseBlock thread [TID=5] starts
    PHASE II.
123 Some stats info in the PHASE II:
124     iTID = 5, siNextTID = 11, siTurn = 1.
125     Their "checksum": 1151
126 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
     PHASE II.
127 ReleaseBlock thread [TID=5] terminates.
128 AcquireBlock thread [TID=2] starts executing.
129 threads.BlockManager$AcquireBlock thread [TID=2] starts
    PHASE I.
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130 Some stats info in the PHASE I:
131     iTID = 2, siNextTID = 11, siTurn = 1.
132     Their "checksum": 1121
133 threads.BlockManager$AcquireBlock thread [TID=2] finishes
     PHASE I.
134 AcquireBlock thread [TID=2] requests Ms block.
135 AcquireBlock thread [TID=2] has obtained Ms block e from
    position 4.
136 Acq[TID=2]: Current value of top = 3.
137 Acq[TID=2]: Current value of stack top = d.
138 threads.BlockManager$AcquireBlock thread [TID=2] starts
    PHASE II.
139 Some stats info in the PHASE II:
140     iTID = 2, siNextTID = 11, siTurn = 1.
141     Their "checksum": 1121
142 threads.BlockManager$AcquireBlock thread [TID=2] finishes
     PHASE II.
143 AcquireBlock thread [TID=2] terminates.
144 e has been successfully added to the stack
145 Rel[TID=6]: Current value of top = 3.
146 Rel[TID=6]: Current value of stack top = d.
147 threads.BlockManager$ReleaseBlock thread [TID=6] starts
    PHASE II.
148 Some stats info in the PHASE II:
149     iTID = 6, siNextTID = 11, siTurn = 1.
150     Their "checksum": 1161
151 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
     PHASE II.
152 ReleaseBlock thread [TID=6] terminates.
153 Some stats info in the PHASE I:
154     iTID = 8, siNextTID = 11, siTurn = 1.
155     Their "checksum": 1181
156 threads.BlockManager$CharStackProber thread [TID=8]
    finishes PHASE I.
157 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
158 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
159 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
160 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
161 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
162 threads.BlockManager$CharStackProber thread [TID=8]
    starts PHASE II.
163 Some stats info in the PHASE II:
164     iTID = 8, siNextTID = 11, siTurn = 1.
165     Their "checksum": 1181
166 threads.BlockManager$CharStackProber thread [TID=8]
    finishes PHASE II.
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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