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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=52539: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 4\
   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$CharStackProber thread [TID=7] starts
    PHASE I.
22 Some stats info in the PHASE I:
23     iTID = 7, siNextTID = 11, siTurn = 1.
24     Their "checksum": 1171
25 threads.BlockManager$CharStackProber thread [TID=7]
   finishes PHASE I.
26 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
27 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
28 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
29 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
30 Stack Prober [TID=7]: Stack state: [a][b](c)[*][*][*].
31 ReleaseBlock thread [TID=4] starts executing.
32 threads.BlockManager$ReleaseBlock thread [TID=4] starts
   PHASE I.
33 Some stats info in the PHASE I:
34     iTID = 4, siNextTID = 11, siTurn = 1.
35     Their "checksum": 1141
36 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
   PHASE I.
37 ReleaseBlock thread [TID=4] returns Ms block d to position
    3.
38 d has been successfully added to the stack
39 Rel[TID=4]: Current value of top = 3.
40 Rel[TID=4]: Current value of stack top = d.
41 threads.BlockManager$CharStackProber thread [TID=8] starts
    PHASE I.
42 Some stats info in the PHASE I:
43     iTID = 8, siNextTID = 11, siTurn = 1.
44     Their "checksum": 1181
45 threads.BlockManager$CharStackProber thread [TID=8]
   finishes PHASE I.
46 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
47 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
48 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
49 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
50 Stack Prober [TID=8]: Stack state: [a][b][c](d)[*][*].
51 AcquireBlock thread [TID=2] starts executing.
52 threads.BlockManager$AcquireBlock thread [TID=2] starts
   PHASE I.
53 Some stats info in the PHASE I:
54     iTID = 2, siNextTID = 11, siTurn = 1.
55     Their "checksum": 1121
56 threads.BlockManager$AcquireBlock thread [TID=2] finishes
   PHASE I.
57 AcquireBlock thread [TID=2] requests Ms block.
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 58 AcquireBlock thread [TID=2] has obtained Ms block d from
    position 3.
 59 Acq[TID=2]: Current value of top = 2.
 60 Acq[TID=2]: Current value of stack top = c.
 61 threads.BlockManager$CharStackProber thread [TID=9]
    starts PHASE I.
 62 Some stats info in the PHASE I:
 63     iTID = 9, siNextTID = 11, siTurn = 1.
 64     Their "checksum": 1191
 65 threads.BlockManager$CharStackProber thread [TID=9]
    finishes PHASE I.
 66 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
 67 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
 68 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
 69 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
 70 Stack Prober [TID=9]: Stack state: [a][b](c)[*][*][*].
 71 ReleaseBlock thread [TID=5] starts executing.
 72 threads.BlockManager$ReleaseBlock thread [TID=5] starts
    PHASE I.
 73 Some stats info in the PHASE I:
 74     iTID = 5, siNextTID = 11, siTurn = 1.
 75     Their "checksum": 1151
 76 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
     PHASE I.
 77 ReleaseBlock thread [TID=5] returns Ms block d to
    position 3.
 78 d has been successfully added to the stack
 79 Rel[TID=5]: Current value of top = 3.
 80 Rel[TID=5]: Current value of stack top = d.
 81 ReleaseBlock thread [TID=6] starts executing.
 82 threads.BlockManager$ReleaseBlock thread [TID=6] starts
    PHASE I.
 83 Some stats info in the PHASE I:
 84     iTID = 6, siNextTID = 11, siTurn = 1.
 85     Their "checksum": 1161
 86 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
     PHASE I.
 87 ReleaseBlock thread [TID=6] returns Ms block e to
    position 4.
 88 e has been successfully added to the stack
 89 Rel[TID=6]: Current value of top = 4.
 90 Rel[TID=6]: Current value of stack top = e.
 91 threads.BlockManager$CharStackProber thread [TID=10]
    starts PHASE I.
 92 Some stats info in the PHASE I:
 93     iTID = 10, siNextTID = 11, siTurn = 1.
 94     Their "checksum": 1201
 95 threads.BlockManager$CharStackProber thread [TID=10]
    finishes PHASE I.
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 96 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 97 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 98 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
 99 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
100 Stack Prober [TID=10]: Stack state: [a][b][c][d](e)[*].
101 AcquireBlock thread [TID=3] starts executing.
102 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE I.
103 Some stats info in the PHASE I:
104     iTID = 3, siNextTID = 11, siTurn = 1.
105     Their "checksum": 1131
106 threads.BlockManager$AcquireBlock thread [TID=3] finishes
     PHASE I.
107 AcquireBlock thread [TID=3] requests Ms block.
108 AcquireBlock thread [TID=3] has obtained Ms block e from
    position 4.
109 Acq[TID=3]: Current value of top = 3.
110 Acq[TID=3]: Current value of stack top = d.
111 threads.BlockManager$AcquireBlock thread [TID=3] starts
    PHASE II.
112 Some stats info in the PHASE II:
113     iTID = 3, siNextTID = 11, siTurn = 1.
114     Their "checksum": 1131
115 threads.BlockManager$AcquireBlock thread [TID=3] finishes
     PHASE II.
116 AcquireBlock thread [TID=3] terminates.
117 threads.BlockManager$AcquireBlock thread [TID=2] starts
    PHASE II.
118 threads.BlockManager$CharStackProber thread [TID=9]
    starts PHASE II.
119 Some stats info in the PHASE II:
120     iTID = 9, siNextTID = 11, siTurn = 1.
121     Their "checksum": 1191
122 threads.BlockManager$CharStackProber thread [TID=9]
    finishes PHASE II.
123 threads.BlockManager$ReleaseBlock thread [TID=4] starts
    PHASE II.
124 Some stats info in the PHASE II:
125     iTID = 4, siNextTID = 11, siTurn = 1.
126     Their "checksum": 1141
127 threads.BlockManager$ReleaseBlock thread [TID=4] finishes
     PHASE II.
128 ReleaseBlock thread [TID=4] terminates.
129 threads.BlockManager$ReleaseBlock thread [TID=5] starts
    PHASE II.
130 Some stats info in the PHASE II:
131     iTID = 5, siNextTID = 11, siTurn = 1.
132     Their "checksum": 1151
133 threads.BlockManager$ReleaseBlock thread [TID=5] finishes
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133  PHASE II.
134 ReleaseBlock thread [TID=5] terminates.
135 threads.BlockManager$CharStackProber thread [TID=8]
    starts PHASE II.
136 threads.BlockManager$CharStackProber thread [TID=10]
    starts PHASE II.
137 Some stats info in the PHASE II:
138     iTID = 10, siNextTID = 11, siTurn = 1.
139     Their "checksum": 1201
140 threads.BlockManager$CharStackProber thread [TID=10]
    finishes PHASE II.
141 Some stats info in the PHASE II:
142     iTID = 2, siNextTID = 11, siTurn = 1.
143     Their "checksum": 1121
144 threads.BlockManager$AcquireBlock thread [TID=1] starts
    PHASE II.
145 Some stats info in the PHASE II:
146     iTID = 8, siNextTID = 11, siTurn = 1.
147     Their "checksum": 1181
148 threads.BlockManager$ReleaseBlock thread [TID=6] starts
    PHASE II.
149 threads.BlockManager$CharStackProber thread [TID=7]
    starts PHASE II.
150 Some stats info in the PHASE II:
151     iTID = 6, siNextTID = 11, siTurn = 1.
152     Their "checksum": 1161
153 threads.BlockManager$CharStackProber thread [TID=8]
    finishes PHASE II.
154 Some stats info in the PHASE II:
155     iTID = 1, siNextTID = 11, siTurn = 1.
156     Their "checksum": 1111
157 threads.BlockManager$AcquireBlock thread [TID=2] finishes
     PHASE II.
158 AcquireBlock thread [TID=2] terminates.
159 threads.BlockManager$AcquireBlock thread [TID=1] finishes
     PHASE II.
160 threads.BlockManager$ReleaseBlock thread [TID=6] finishes
     PHASE II.
161 Some stats info in the PHASE II:
162     iTID = 7, siNextTID = 11, siTurn = 1.
163     Their "checksum": 1171
164 ReleaseBlock thread [TID=6] terminates.
165 AcquireBlock thread [TID=1] terminates.
166 threads.BlockManager$CharStackProber thread [TID=7]
    finishes PHASE II.
167 System terminates normally.
168 Final value of top = 3.
169 Final value of stack top = d.
170 Final value of stack top-1 = c.
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171 Stack access count = 138
172
173 Process finished with exit code 0
174
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