COMP 8551

Weeks 3 Lab Exercises

1. *Project*

   Finalize the design and narrative of your game, including major features and milestones.

   Ensure tickets are created for all the features, etc. and that you are able to submit to SVN or git.

2. *Deadlocks*

   Read through the following introductions to deadlocks, and complete the tutorials:

   http://www.bogotobogo.com/cplusplus/C11/9_C11_DeadLock.php

   http://www.codeguru.com/cpp/misc/misc/threadsprocesses/article.php/c15545/Deadlock-the-Problem-and-a-Solution.htm

   https://www.justsoftwaresolutions.co.uk/threading/multithreading-in-c++0x-part-7-locking-multiple-mutexes.html

3. *Assignments*

   Work on assignment 1 (due next week).