

3agame 2

```
void *T(char *cptr) {  
    5 sleep(1); write(1, cptr, 1); *cptr = 'y';  
}
```

```
int main() {  
    1 char c = 'p';  
    2 int p = fork();  
    if (p == 0) {  
        7 int chan = ChannelCreate(0);  
        8 p = fork();  
        if (p == 0) {  
            10 int con = ConnectAttach(0, getpid(), chan, 0, 0);  
            11 write(1, &c, 1);  
            12 MsgSend(con, "u", 1 &c, 1);  
            15 write(1, &c, 1);  
        }  
        else {  
            9 int rvid = MsgReceive(chan, &c, 1, 0);  
            13 write(1, &c, 1);  
            14 MsgReply(rvid, 0, "t", 1);  
        }  
    }  
    else {  
        3 int tid; pthread4_create(&tid, 0, T, &c);  
        5 c = 't', pthread6_join(tid, 0);  
        18 write(1, &c, 1);  
    }  
    return 0;  
}
```

putty
11 13 15 16 18

1	1.1	1.2	1.2.1	1.2.2	
p	kg kg id 2	p 0	Ru id 122 u	RE 0 t	c cptr p msg

Order: putty