```
// Does not acquire dev->lock
if (dev->event) {
  dev->event->state = 1;
}
```

(a) P1: null-pointer dereference

```
// Does not acquire dev->lock
while (dev->cnt) {
  dev->cnt--;
}
```

(b) P2: infinite loop

```
// Does not acquire dev->lock
min = dev->clock->min;
sec = dev->clock->sec;
```

(c) P3: data inconsistency

```
//  Does not acquire dev->lock
dev->event = NULL;
```

(d) P4: unprotected write