

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

(a) P1: null-pointer dereference

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

(b) P2: data inconsistency

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

(c) P3: double fetch