Main thread starts executing.

Initial value of top = 3.

Initial value of stack top = d.

Main thread will now fork several threads.

main(): Two AcquireBlock threads have been created.

main(): Two ReleaseBlock threads have been created.

main(): CharStackProber threads have been created: 4

AcquireBlock thread [TID=1] starts executing.

BlockManager$CharStackProber thread [TID=8] starts PHASE I.

Some stats info in the PHASE I:

iTID = 8, siNextTID = 11, siTurn = 1.

Their "checksum": 1181

BlockManager$CharStackProber thread [TID=8] finishes PHASE I.

Stack Prober [TID=8]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=8]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=8]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=8]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=8]: Stack state: [a][b][c](d)[$][$].

BlockManager$CharStackProber thread [TID=8] starts PHASE II.

Some stats info in the PHASE II:

iTID = 8, siNextTID = 11, siTurn = 1.

Their "checksum": 1181

BlockManager$CharStackProber thread [TID=8] finishes PHASE II.

BlockManager$CharStackProber thread [TID=7] starts PHASE I.

Some stats info in the PHASE I:

iTID = 7, siNextTID = 11, siTurn = 1.

Their "checksum": 1171

BlockManager$CharStackProber thread [TID=7] finishes PHASE I.

Stack Prober [TID=7]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=7]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=7]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=7]: Stack state: [a][b][c](d)[$][$].

Stack Prober [TID=7]: Stack state: [a][b][c](d)[$][$].

BlockManager$CharStackProber thread [TID=7] starts PHASE II.

Some stats info in the PHASE II:

iTID = 7, siNextTID = 11, siTurn = 1.

Their "checksum": 1171

BlockManager$CharStackProber thread [TID=7] finishes PHASE II.

ReleaseBlock thread [TID=5] starts executing.

BlockManager$ReleaseBlock thread [TID=5] starts PHASE I.

Some stats info in the PHASE I:

iTID = 5, siNextTID = 11, siTurn = 1.

Their "checksum": 1151

BlockManager$ReleaseBlock thread [TID=5] finishes PHASE I.

ReleaseBlock thread [TID=5] returns Ms block e to position 4.

AcquireBlock thread [TID=2] starts executing.

BlockManager$AcquireBlock thread [TID=2] starts PHASE I.

Some stats info in the PHASE I:

iTID = 2, siNextTID = 11, siTurn = 1.

Their "checksum": 1121

BlockManager$AcquireBlock thread [TID=2] finishes PHASE I.

AcquireBlock thread [TID=2] requests Ms block.

main(): All the threads are ready.

ReleaseBlock thread [TID=4] starts executing.

BlockManager$ReleaseBlock thread [TID=4] starts PHASE I.

Some stats info in the PHASE I:

iTID = 4, siNextTID = 11, siTurn = 1.

Their "checksum": 1141

BlockManager$ReleaseBlock thread [TID=4] finishes PHASE I.

ReleaseBlock thread [TID=4] returns Ms block d to position 3.

Rel[TID=4]: Current value of top = 3.

Rel[TID=4]: Current value of stack top = d.

Caught exception : pushexception

Message : Error ... Sorry you push into a full stack

Stack Trace :

pushexception: Error ... Sorry you push into a full stack

at BlockStack.push(BlockStack.java:156)

at BlockManager$ReleaseBlock.run(BlockManager.java:262)

BlockManager$ReleaseBlock thread [TID=4] starts PHASE II.

Some stats info in the PHASE II:

iTID = 4, siNextTID = 11, s