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

main(): All the threads are ready.

AcquireBlock thread [TID=1] starts executing.

BlockManager$AcquireBlock thread [TID=1] starts PHASE I.

Some stats info in the PHASE I:

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

Their "checksum": 1111Caught 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:276)

Error ... Sorry you push into a full stack

program should be terminated

ReleaseBlock thread [TID=6] starts executing.

BlockManager$ReleaseBlock thread [TID=6] starts PHASE I.

Some stats info in the PHASE I:

iTID = 6, siNextTID = 11, siTurn = 1.

Their "checksum": 1161

BlockManager$ReleaseBlock thread [TID=6] finishes PHASE I.

ReleaseBlock thread [TID=6] returns Ms block e to position 4.

Rel[TID=6]: Current value of top = 3.

Rel[TID=6]: Current value of stack top = d.

AcquireBlock thread [TID=3] starts executing.

BlockManager$AcquireBlock thread [TID=3] starts PHASE I.

Some stats info in the PHASE I:

iTID = 3, siNextTID = 11, siTurn = 1.

Their "checksum": 1131

BlockManager$AcquireBlock thread [TID=3] finishes PHASE I.

AcquireBlock thread [TID=3] requests Ms block.

AcquireBlock thread [TID=3] has obtained Ms block d from position 3.

Acq[TID=3]: Current value of top = 2.

Acq[TID=3]: Current value of stack top = c.

BlockManager$CharStackProber thread [TID=9] starts PHASE I.

Some stats info in the PHASE I:

iTID = 9, siNextTID = 11, siTurn = 1.

Their "checksum": 1191

BlockManager$CharStackProber thread [TID=9] finishes PHASE I.

Stack Prober [TID=9]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=9]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=9]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=9]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=9]: Stack state: [a][b](c)[$][$][$].

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)[$][$][$].

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

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

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

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

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: BlockManager$CharStackProber thread [TID=10] starts PHASE I.

Some stats info in the PHASE I:

iTID = 10, siNextTID = 11, siTurn = 1.

Their "checksum": 1201

BlockManager$CharStackProber thread [TID=10] finishes PHASE I.

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.

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.

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.

[a]BlockManager$AcquireBlock thread [TID=1] finishes PHASE I.

AcquireBlock thread [TID=1] requests Ms block.

[b](c)[$][$][$].

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

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

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

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

Stack Prober [TID=10]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=10]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=10]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=10]: Stack state: [a][b](c)[$][$][$].

Stack Prober [TID=10]: Stack state: [a][b](c)[$][$][$].

ReleaseBlock thread [TID=5] returns Ms block d to position 3.

Rel[TID=5]: Current value of top = 3.

Rel[TID=5]: Current value of stack top = d.

AcquireBlock thread [TID=2] has obtained Ms block d from position 3.

Acq[TID=2]: Current value of top = 2.

Acq[TID=2]: Current value of stack top = c.

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.

AcquireBlock thread [TID=1] has obtained Ms block d from position 3.

Acq[TID=1]: Current value of top = 2.

Acq[TID=1]: Current value of stack top = c.

BlockManager$AcquireBlock thread [TID=1] starts PHASE II.

Some stats info in the PHASE II:

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

Their "checksum": 1112

BlockManager$AcquireBlock thread [TID=1] finishes PHASE II.

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

Some stats info in the PHASE II:

iTID = 2, siNextTID = 11, siTurn = 3.

Their "checksum": 1123

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

BlockManager$AcquireBlock thread [TID=3] starts PHASE II.

Some stats info in the PHASE II:

iTID = 3, siNextTID = 11, siTurn = 4.

Their "checksum": 1134

BlockManager$AcquireBlock thread [TID=3] finishes PHASE II.

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

Some stats info in the PHASE II:

iTID = 4, siNextTID = 11, siTurn = 5.

Their "checksum": 1145

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

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

Some stats info in the PHASE II:

iTID = 5, siNextTID = 11, siTurn = 6.

Their "checksum": 1156

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

BlockManager$ReleaseBlock thread [TID=6] starts PHASE II.

Some stats info in the PHASE II:

iTID = 6, siNextTID = 11, siTurn = 7.

Their "checksum": 1167

BlockManager$ReleaseBlock thread [TID=6] finishes PHASE II.

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

Some stats info in the PHASE II:

iTID = 7, siNextTID = 11, siTurn = 8.

Their "checksum": 1178

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

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

Some stats info in the PHASE II:

iTID = 8, siNextTID = 11, siTurn = 9.

Their "checksum": 1189

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

BlockManager$CharStackProber thread [TID=9] starts PHASE II.

Some stats info in the PHASE II:

iTID = 9, siNextTID = 11, siTurn = 10.

Their "checksum": 1200

BlockManager$CharStackProber thread [TID=9] finishes PHASE II.

BlockManager$CharStackProber thread [TID=10] starts PHASE II.

Some stats info in the PHASE II:

iTID = 10, siNextTID = 11, siTurn = 11.

Their "checksum": 1211

BlockManager$CharStackProber thread [TID=10] finishes PHASE II.

ReleaseBlock thread [TID=5] terminates.

AcquireBlock thread [TID=1] terminates.

AcquireBlock thread [TID=3] terminates.

ReleaseBlock thread [TID=6] terminates.

ReleaseBlock thread [TID=4] terminates.

AcquireBlock thread [TID=2] terminates.

System terminates normally.

Final value of top = 2.

Final value of stack top = c.

Final value of stack top-1 = b.

Stack access count = 570