**Report:**

1. The types of locks used for my code are mutexes which are lockable objects that can be used by one thread at a time.
2. The program forks two processes at a time but handles them one at a time without the other disrupting through the process of locking and unlocking. Whenever a process is occupied, in this case, a farmer from either North or South is crossing the bridge, the program will lock and wait until whoever is currently occupying the space to complete their task before unlocking both mutexes and continuing onward. Based on this program, there should be an equal number of processes for both north and south because they alternate in sequence.