

```

2.43) lock (lb);
shvar = max (shvar, x);
unlock (lb);

```

$shlb \rightarrow \$a0$
 $shvar \rightarrow \$a1$
 $x \rightarrow \$a2$

try: addi \$t1, \$0, 1

do: ll \$t0, 0(\$a0) →

use \$t1, 0(\$a0)

beg \$t1, \$0, try

~~do \$a0, 0(\$a1)~~ ⊗

ult \$t2, \$t0, \$a2

beg \$t2, \$0, done

use \$a2, 0(\$a1)

DONE: jwr \$0, 0(\$a0)

LD: xwr \$t0, 0(\$a1)

DONE: xwr \$0, 0(\$a0)

colocar o bit de uma flag para dizer se está livre

o já carrega o valor

⊗ $to = 1 \leftrightarrow shvar < x \parallel to = 0 \text{ use } shvar \geq x$