```
typedef int semaphore;
    semaphore resource_1;                    semaphore resource_1;
    semaphore resource_2;                    semaphore resource_2;

    void process_A(void) {                   void process_A(void) {
        down(&resource_1);                       down(&resource_1);
        down(&resource_2);                       down(&resource_2);
        use_both_resources( );                   use_both_resources( );
        up(&resource_2);                         up(&resource_2);
        up(&resource_1);                         up(&resource_1);
    }                                        }

    void process_B(void) {                   void process_B(void) {
        down(&resource_1);                       down(&resource_2);
        down(&resource_2);                       down(&resource_1);
        use_both_resources( );                   use_both_resources( );
        up(&resource_2);                         up(&resource_1);
        up(&resource_1);                         up(&resource_2);
    }                                        }
```

         (a)   (b)