```
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_2);
     up(&resource_1);
                                             (b)
         (a)
```