/** Atomically adds delta to the current value.
 * @param delta the value to add
 * @return the previous value
 */

public final int getAndAdd(int delta) {
    for (;;) {
        int current = get();
        int next = current + delta;
        if (compareAndSet(current, next)) { // commit
            return current;
        }
    }
}

Assume that multiple tasks call getAndAdd() repeatedly in parallel. Can this implementation of getAndAdd() lead to a) deadlock, b) livelock, or c) starvation? Write and explain your answer below.