

## Worksheet #26a: use of tryLock()

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Name: \_\_\_\_\_

Netid: \_\_\_\_\_

Rewrite the transferFunds() method below to use j.u.c. locks with calls to tryLock (see slide 4) instead of synchronized. Your goal is to write a correct implementation that never deadlocks, unlike the buggy version below (which can deadlock). Assume that each Account object already contains a reference to a ReentrantLock object dedicated to that object e.g., from.lock() returns the lock for the from object. Sketch your answer below using pseudocode.

```
public void transferFunds(Account from, Account to, int amount) {  
1.     synchronized (from) {  
2.         synchronized (to) {  
3.             from.subtractFromBalance(amount);  
4.             to.addToBalance(amount);  
5.         }  
6.     }  
7. }
```



## Worksheet #26b: Linearizability of method calls on a concurrent object

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Name: \_\_\_\_\_

Netid: \_\_\_\_\_

**Is this a linearizable execution for a FIFO queue,  $q$ ? If so, why? If not, why not?**

Time	Task $A$	Task $B$
0	Invoke $q.enq(x)$	
1	Return from $q.enq(x)$	
2		Invoke $q.enq(y)$
3	Invoke $q.deq()$	Work on $q.enq(y)$
4	Work on $q.deq()$	Return from $q.enq(y)$
5	Return $y$ from $q.deq()$	

