

Download Lock Block Design Manual

Thomas suggests double-checked locking in his answer. This is problematic. First off, you should not use low-lock techniques unless you have demonstrated that you have a real performance problem that is solved by the low-lock technique. Low-lock techniques are insanely difficult to get right. Instruction atomicity is a different, although analogous concept: an instruction is atomic if it executes indivisibly on the underlying processor (see Nonblocking Synchronization).. Nested Locking. A thread can repeatedly lock the same object in a nested (reentrant) fashion: lock (locker) lock (locker) lock (locker) { // Do something... In computer science, a lock or mutex (from mutual exclusion) is a synchronization mechanism for enforcing limits on access to a resource in an environment where there are many threads of execution. A lock is designed to enforce a mutual exclusion concurrency control policy. The most common form of safety mechanism is a switch, button or lever that, when set to the "safe" position, prevents the firing of a firearm. Manual safeties are as varied as the designs of firearms themselves, but the two most common mechanisms are a block or latch that prevents the trigger and/or firing mechanism from moving, and a device that disconnects the trigger from the firing ...