

# Exercícios

## 3. a)

```
trинco MutexBridge, MutexWest, MutexEast;  
int WestCars = 0, EastCars = 0;
```

```
void west_enter() {  
    esperar(MutexWest);  
    WestCars++;  
    if (WestCars == 1) {  
        esperar(MutexBridge);  
    }  
    assinalar(MutexWest);  
}
```

```
void west_leave() {  
    esperar(MutexWest);  
    WestCars--;  
    if (WestCars == 0){  
        assinalar(MutexBridge);  
    }  
    assinalar(MutexWest);  
}
```

```
void east_enter() {  
    esperar(MutexEast);  
    EastCars++;  
    if (EastCars == 1) {  
        esperar(MutexBridge);  
    }  
    assinalar(MutexEast);  
}
```

```
void east_leave() {  
    esperar(MutexEast);  
    EastCars--;  
    if (EastCars == 0) {  
        assinalar(MutexBridge);  
    }  
    assinalar(MutexEast);  
}
```