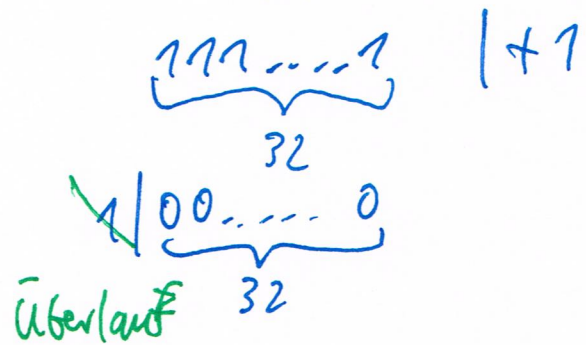
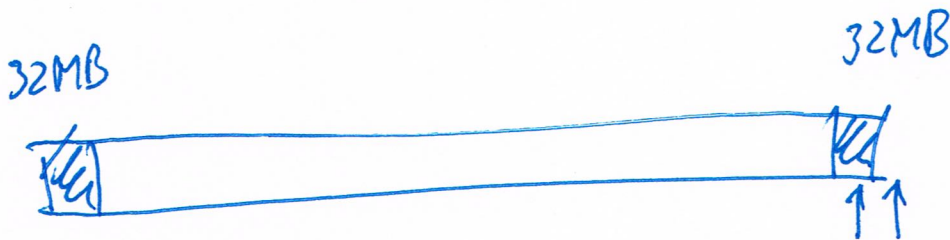
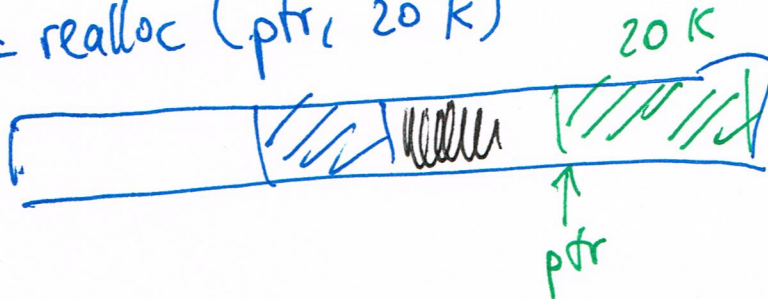
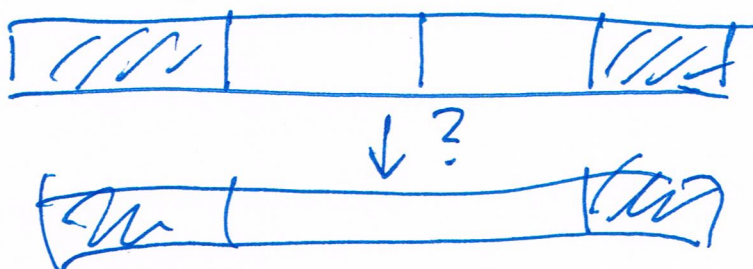


$ptr = \text{malloc}(20\text{ K})$

$ptr = \text{realloc}(ptr, 20\text{ K})$



Buddy



P: lock(A); // kriegt er
lock(B); // blockiert

