

Variable	Value	Thread 0		Thread 1		Thread 2	
mist.counter	0	41	void* run(void* d				
mist.max	3	42	fprintf(stderr, "%z	41	void* run(void* d		
mist.mutex	1	43	sleep((unsigned)	42	fprintf(stderr, "%z	41	void* run(void* d
mist.cond_var	0	44	mystery(&mist);	43	sleep((unsigned)	42	fprintf(stderr, "%z
		26	void mystery(mist	99	---zzz---	43	sleep((unsigned)
		27	pthread_mutex_l	44	mystery(&mist);	99	---zzz---
		28	++mist->counter;	26	void mystery(mist	99	---zzz---
		29	if (mist->counter	27	pthread_mutex_l	44	mystery(&mist);
		31	pthread_cond_w	99	---zzz---	26	void mystery(mist
		99	---zzz---	28	++mist->counter;	27	pthread_mutex_l
		99	---zzz---	29	if (mist->counter	99	---zzz---
		99	---zzz---	31	pthread_cond_w	99	---zzz---
		99	---zzz---	99	---zzz---	28	++mist->counter;
		99	---zzz---	99	---zzz---	29	if (mist->counter
		99	---zzz---	99	---zzz---	33	mist->counter = 0
		99	---zzz---	99	---zzz---	34	pthread_cond_br
		31	pthread_cond_w	31	pthread_cond_w	36	pthread_mutex_u
		99	---zzz---	99	---zzz---	37	}
		36	pthread_mutex_u	99	---zzz---	45	fprintf(stderr, "%z
		37	}	36	pthread_mutex_u	46	return NULL;
		45	fprintf(stderr, "%z	37	}		
		46	return NULL;	45	fprintf(stderr, "%z		

stderr:

```

0: before mist()
1: before mist()
2: before mist()
2: after mist()
0: after mist()
1: after mist()

```

¿Qué hace mystery()?

Implementa una barrera