

```
if (nw == 0 and dr > 0) {
    dr = dr-1; V(r); # awaken a reader, or
}
elseif (nr == 0 and nw == 0 and dw > 0) {
    dw = dw-1; V(w); # awaken a writer, or
}
else
    V(e);           # release the entry lock
```

SIGNAL code for Figure 4.12.

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