

**In-Class Problems: OS/161 Locks**

Sketch implementations of OS/161 `lock_acquire` and `lock_release`, using a spinlock and a wait channel. Also, determine what fields you'll need in the `lock` structure.

```
struct lock {
    char *lk_name;

};

void lock_acquire(struct lock *){

}

void lock_release(struct lock *){

}
```