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Waiting on Each Other Until Everything Stops: Deadlock

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Imagine two cars that have entered a narrow one-lane bridge from opposite ends and come face to face in the middle. If both drivers stay put, each waiting for the other to back up first, neither car will ever cross the bridge. It is hard to say whose fault it is, yet a situation has been created in which no one can move forward. Exactly the same thing happens inside computers, and it is called a “deadlock.” Put simply, a deadlock is a state in which several programs are each waiting for a resource held by another, so none of them can continue its work and everything comes to a halt. Many of th