Here is a possible correct output for the Mutex LockTester. Notice that the threads are each running in a random pattern. It is a problem if thread A runs 10 times, then thread B runs 10 times, etc. Their execution should be interleaved. However, each line should be consecutively numbered from 1 to 70.

```
==================== KPL PROGRAM STARTING  ====================
Example Thread-based Programs...
Initializing Thread Scheduler...
Initializing Idle Process...

-- You should see 70 lines, each consecutively numbered. --

LockTester-A = 1
LockTester-A = 2
LockTester-A = 3
LockTester-C = 4
LockTester-C = 5
LockTester-C = 6
LockTester-C = 7
LockTester-C = 8
LockTester-A = 9
LockTester-D = 10
LockTester-D = 11
LockTester-D = 12
LockTester-D = 13
LockTester-E = 14
LockTester-B = 15
LockTester-E = 16
LockTester-C = 17
LockTester-C = 18
LockTester-C = 19
LockTester-C = 20
LockTester-C = 21
LockTester-E = 22
LockTester-A = 23
LockTester-A = 24
LockTester-A = 25
LockTester-G = 26
LockTester-G = 27
LockTester-G = 28
LockTester-G = 29
LockTester-G = 30
LockTester-A = 31
LockTester-A = 32
LockTester-B = 33
LockTester-A = 34
LockTester-E = 35
LockTester-D = 36
LockTester-D = 37
LockTester-E = 38
LockTester-F = 39
LockTester-F = 40
LockTester-F = 41
LockTester-F = 42
```

```
LockTester-F = 43
LockTester-F = 44
LockTester-F = 45
LockTester-F = 46
LockTester-F = 47
LockTester-F = 48
LockTester-G = 49
LockTester-B = 50
LockTester-G = 51
LockTester-G = 52
LockTester-G = 53
LockTester-G = 54
LockTester-D = 55
LockTester-D = 56
LockTester-B = 57
LockTester-E = 58
LockTester-D = 59
LockTester-D = 60
LockTester-B = 61
LockTester-E = 62
LockTester-B = 63
LockTester-E = 64
LockTester-B = 65
LockTester-E = 66
LockTester-B = 67
LockTester-E = 68
LockTester-B = 69
LockTester-B = 70
```

***** A 'wait' instruction was executed and no more interrupts are scheduled... halting emulation *****