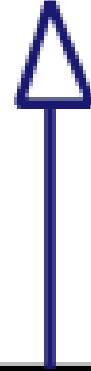


# cThreadLock

# m\_lock

- + cThreadLock()
- + ~cThreadLock()
- + Lock()
- + Unlock()
- + TryLock()



# cThreadCond

# m\_cond

- + cThreadCond()
- + ~cThreadCond()
- + Signal()
- + Wait()