3.5 Barrier

Consider again the Rendezvous problem from Section 3.2. A limitation of the solution we presented is that it does not work with more than two threads.

Puzzle: Generalize the rendezvous solution. Every thread should run the following code:

```python
rendezvous

1  critical point
```

The synchronization requirement is that no thread executes `critical point` until after all threads have executed `rendezvous`.

You can assume that there are $n$ threads and that this value is stored in a variable, $n$, that is accessible from all threads.

When the first $n - 1$ threads arrive they should block until the $n$th thread arrives, at which point all the threads may proceed.