A bad interleaving

Interleaved `withdraw(100)` calls on the same account

– Assume initial `balance == 150`

Thread 1

```
int b = getBalance();

if(amount > b)
    throw new ...
    setBalance(b - amount);
```

Thread 2

```
int b = getBalance();
if(amount > b)
    throw new ...
    setBalance(b - amount);
```

“Lost withdraw” – unhappy bank