The equivalent of the `signal()` operation on Win32 semaphores is the `ReleaseSemaphore()` function. This function is passed three parameters:

a. The `HANDLE` of the semaphore
b. The amount by which to increase the value of the semaphore
c. A pointer to the previous value of the semaphore

We can increase `Sem` by 1 using the following statement:

```
ReleaseSemaphore(Sem, 1, NULL);
```

Both `ReleaseSemaphore()` and `ReleaseMutex()` return nonzero if successful and zero otherwise.