

```
bool flag[2]; // initially false for both
int turn;     // set to either 0 or 1
              //   for process 0 or process 1

/* code below here is run by both P_0 and P_1 */

do {          // infinite loop
    flag[i] = true;

    while (flag[j])
    {
        if (turn == j)
        {
            flag[i] = false;
            while (turn == j)
                ; /* do nothing */
            flag[i] = true;
        }
    }

    /* critical section begins here */
    someFun();

    turn = j;
    flag[i] = false;
    /* critical section ends here */
} while (true);
```