

```
int turn = 0;  
int interested[2] = {0, 0};
```

```
void leave_critical(int thread)  
{  
    interested[thread] = 0;  
}
```

```
// thread is 0 or 1  
void enter_critical(int thread)  
{  
    int other = 1 - thread;  
    interested[thread] = 1;  
    turn = other;  
    while (turn == other &&  
           interested[other])  
        /* loop */ ;  
}
```