```
1    Object prefer[2] = {null, null};

2

3    Object decide(Object input) {
4      int i = Thread.getID();
5      int j = 1-i;
6      prefer[i] = input;
7      while (true) {
8        if (prefer[j] == null) {
9          return prefer[i];
10       } else if (prefer[i] == prefer[j]) {
11         return prefer[i];
12       } else {
13         if (flip()) {
14           prefer[i] = prefer[j];
15         }
16       }
17     }
18   }
```

FIGURE 5.19 Is this a randomized consensus protocol?