```
1  class Peterson implements Lock {
2    // thread-local index, 0 or 1
3    private boolean[] flag = new boolean[2];
4    private int victim;
5    public void lock() {
6      int i = ThreadID.get();
7      int j = 1 - i;
8      flag[i] = true;              // I'm interested
9      victim = i;                  // you go first
10     while (flag[j] && victim == i) {} // wait
11   }
12   public void unlock() {
13     int i = ThreadID.get();
14     flag[i] = false;             // I'm not interested
15   }
16 }
```

**FIGURE 2.6** Pseudocode for the Peterson lock algorithm.