```
1  class Bakery implements Lock {
2    boolean[] flag;
3    Label[] label;
4    public Bakery (int n) {
5      flag = new boolean[n];
6      label = new Label[n];
7      for (int i = 0; i < n; i++) {
8        flag[i] = false; label[i] = 0;
9      }
10   }
11   public void lock() {
12     int i = ThreadID.get();
13     flag[i] = true;
14     label[i] = max(label[0], ...,label[n-1]) + 1;
15     while ((∃k != i)(flag[k] && (label[k],k) << (label[i],i))) {};
16   }
17   public void unlock() {
18     flag[ThreadID.get()] = false;
19   }
20 }
```

FIGURE 2.10 Pseudocode for the Bakery lock algorithm.