```
boolean blocked[2];
int turn;
void P(int id)
{
  while (true) {
            blocked[id] = true;
            while (turn != id) {
                        while (blocked[1-id])
                                    ;/* do nothing */
                        turn = id;
                        }
            /* critical section */
            blocked[id] = false;
            /* remainder */
  }
}
void main()
{
            blocked[0] = false;
            blocked[1] = false;
            turn = 0;
            parbegin (P(0), P(1));
}
```

1) Suppose P1 runs first

2) Suppose P1 is switched out before executing "turn=id"

5) P1 is switched in and changes turn, enters its critical section

```
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int turn
void P(int id)
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  while (true) {
            blocked[id] = true;
            while (turn != id) {
               while (blocked[1-id])
                        ;/* do nothing */
                        turn = id;
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            /* critical section */
            blocked[id] = false;
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}
void main()
{
            blocked[0] = false;
            blocked[1] = false;
            turn = 0;
            parbegin (P(0), P(1));
}
```

3) P0 starts to run

4) P0 enters its critical section and is switched out