Peterson's Algorithm

Simpler.

And easier to prove correctness.

```
boolean flag [2];
int turn;
void P0()
{
    while (true) {
        flag [0] = true;
        turn = 1;
        while (flag [1] && turn == 1) /* do nothing */;
            /* critical section */
        flag [0] = false;
            /* remainder */
    }
}
void P1()
{
    while (true) {
        flag [1] = true;
        turn = 0;
        while (flag [0] && turn == 0) /* do nothing */;
            /* critical section */
        flag [1] = false;
            /* remainder */
    }
}
void main()
{
    flag [0] = false;
    flag [1] = false;
    parbegin (P0, P1);
}
```