



$turn \leftarrow 0$

P_0 ($i \leftarrow 0; j \leftarrow 1$)	P_1 ($i \leftarrow 1; j \leftarrow 0$)
$flag[0] \leftarrow true$ $turn \leftarrow 1$	
	$flag[1] \leftarrow true$ $turn \leftarrow 0$
while (enter CS) because $turn$ is now 0 which makes $turn \neq j$ CS 1	
	while (stuck in busy wait)
CS 2 $flag[0] \leftarrow false$	
	while (enter CS) CS 1
RS 1 RS 2	
	CS 2 $flag[1] \leftarrow false$
RS 3 RS 4	
	RS 1 RS 2
	RS 3 RS 4