

- Exercise

In this exercise, you will design a ping-pong game using the concepts of multithreading.

WE'LL COVER THE FOLLOWING ^

- Task

Task

Write a simple ping-pong game in which two threads alternatively set a `bool` value to `true` or `false`.

One thread sets the value to `true` and notifies the other thread. The other thread sets the value to `false` and notifies the other thread. The play should end after a fixed amount of iterations.



Use necessary header files

```
#include <iostream>

int main() {
    // your code goes here
    std::cout << "Hello World";
    return 0;
}
```



The solution to this is in the next lesson.

