

```
Want[0] = 1;  
Turn = 1;  
while (Want[1] &&  
        Turn == 1) ;
```

Critical Section

```
Want[0] = 0;
```

Process P0

```
Want[1] = 1;  
Turn = 0;  
while (Want[0] &&  
        Turn == 0) ;
```

Critical Section

```
Want[1] = 0;
```

Process P1