Initial state							
waiting[0] = false; waiting[1]	_	se; loc	= false; lock = false;				
PROCESS 0	key	.Ü	PROCESS 1	key	'n	!	lock
<pre>waiting[0] = true; key = true;</pre>	true	٠.	READY	false	٠.		false
READY	true	٠.	<pre>waiting[1] = true; key = true;</pre>	true	٠.		false

KEALI	<pre>(waiting[0] && key) key = test_and_set(lock</pre>
-------	--

T2

T0

T1

true	true	
_	_	

Ø	a)
Š	Š
Ä	Ä
1 11	l ii

false	crue	true
44	٠ -	+

- true

true

٥.

true

true

٥.

true

key = test_and_set(lock)

٥.

false

READY

T5

Н

false

% n;

(i+1)

II

ص.

(waiting[1] && key)

true

٥.

true

true

٥.

true

READY

Н

false

i) && !waiting[j])

<u>II</u>

()

9I

(j+1) % n;

II

true

٥.

true

Н

false

false;

II

else waiting[j]

== i) lock = false;

if (j

true

٥.

true

= test_and_set(lock)

key

Н

false

(waiting[1] && key)

true

٥.

true

= false;

waiting[1]

Н

false

READY

T7

true

٥.

true

CRITICAL SECTION

Н

false

٥.

true

READY

٥.

false

.. ~

٥.

true

key = test_and_set(lock)

٥.

false

READY

Т3

٥.

false

waiting[0] = false;

٥.

false

SECTION

CRITICAL

T4

(waiting[1] && key)

٥.

true

READY