Issue: Non-terminating state

Turn	Thread	Instructions Executed	PC	flags	
				0	1
1	T0: __init__()	▯▯▯▯▯▯▯▯▯▯▯▯▯▯	54	False	False
2	T1: thread(0)	▯▯▯▯▯▯▯▯▯▯▯▯	16	True	False
3	T2: thread(1)	▯▯▯▯▯▯▯▯▯▯▯▯	16	True	True

code/naiveFlags.hny:7   await not flags[1 - self]

12	Store
13	Push 1
14	LoadVar self
15	2-ary -
16	Load flags
17	Apply
18	JumpCond True 13

Threads

ID	Status	Stack Trace		Stack Top
T0	terminated	__init__()		
T1	blocked	thread(0)	self: 0	1
T2	blocked	thread(1)	self: 1	0