² É > ½ % s Ÿ Ê à ô Đ ĵ Û _ ç ó ½ ¸

do *f*

² **3**. Dekker _

– boolean *flag*[2];
  int *turn*;

– *flag*[0]=*flag*[1]=false;
  turn=0; /* or 1 */

P_i _

critical section

num[i]=0;

remainder section

} while(1);

² ũ ¦ o ẞ _ ã % $

– @ ñ C]

² P_i • ñ \ , þ Ç Ê \

² busy waiting s

```
typedef struct f
    int value;
    struct process *L';
g semaphore;
```

² busy waiting s