

```
bool inside[2]
inside[0] = false;
inside[1] = false;
enum{0, 1} turn;
cobegin
```

```
shared x, y;
process P0() {
    inside[0] = true;
    turn = 1;
    while
        (inside[1] && turn == 1);
    {Critical Section};
    inside[0] = false;
}
```

```
process P1() {
    inside[1] = true;
    turn = 0;
    while
        (inside[0] && turn == 0);
    {Critical Section};
    inside[1] = false;
}
```

```
coend
```