## - Exercise

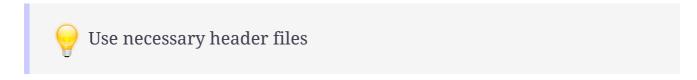
In this exercise, you will design a ping-pong game using the concepts of multithreading.

```
we'll cover the following ^
• Task
```

## Task #

Write a simple ping-pong game in which two threads alternatively set a bool value to true or false.

One thread sets the value to true and notifies the other thread. The other thread sets the value to false and notifies the other thread. The play should end after a fixed amount of iterations.





The solution to this is in the next lesson.