```
1  while(TRUE){
2    while(turn != 0);
3    critical_region();
4    turn = 1;
5    noncritical_region();
6  }
```

```
1  while(TRUE){
2    while(turn != 1);
3    critical_region();
4    turn = 0;
5    noncritical_region();
6  }
```