

# Approach 4

P<sub>1</sub>

P<sub>2</sub>

Start:

flag[0] = false;

flag[1] = false;

flag[0] = true;

flag[1] = true;

turn = P<sub>2</sub>;

turn = P<sub>1</sub>;

while (flag[1] && turn == P<sub>2</sub>) {} ; while (flag[0] && turn == P<sub>1</sub>) {} ;

P<sub>1</sub> continues

Access to CS

P<sub>2</sub> waits

Access to CS

flag[0] = false;

Do other work

flag[1] = false;

Do other work

