

```
    turn:=0;
m:cobegin  $P_0$  ||  $P_1$  coend;
n
```

```
 $P_0$ 
 $k_0$ :while(true)do
     $NC_0$ :wait(turn==0);
     $CR_0$ :turn:=1;
endwhile
 $l_0$ 
```

```
 $P_1$ 
 $k_1$ :while(true)do
     $NC_1$ :wait(turn==1);
     $CR_1$ :turn:=0;
endwhile
 $l_1$ 
```

1.  $pc = m, pc_0 = pc_1 = \mathbf{false}, pc' = m, pc'_0 = k_0, pc'_1 = k_1$
2.  $pc_0 = k_0 \wedge \mathbf{true}, pc'_0 = NC_0$
3.  $pc_0 = k_0 \wedge \neg\mathbf{true}, pc'_0 = l_0$
4.  $pc_0 = NC_0, turn = 1, pc'_0 = NC_0$
5.  $pc_0 = NC_0, turn = 0, pc'_0 = CR_0$
6.  $pc_0 = CR_0, turn' = 1, pc'_0 = k_0$
7.  $pc_1 = k_1 \wedge \mathbf{true}, pc'_1 = NC_1$
8.  $pc_1 = k_1 \wedge \neg\mathbf{true}, pc'_1 = l_1$
9.  $pc_1 = NC_1, turn = 0, pc'_1 = NC_1$
10.  $pc_1 = NC_1, turn = 1, pc'_1 = CR_1$
11.  $pc_1 = CR_1, turn' = 0, pc'_1 = k_1$
12.  $pc = m, pc_0 = l_0, pc_1 = l_1, pc' = n, pc'_0 = \mathbf{false}, pc'_1 = \mathbf{false}$