Algorithm 3.10: Dekker's algorithm

boolean wantp ← false, wantq ← false
integer turn ← 1

p	q
loop forever	loop forever
p1: non-critical section	q1: non-critical section
p2: wantp ← true	q2: wantq ← true
p3: while wantq	q3: while wantp
p4: if turn = 2	q4: if turn = 1
p5: wantp ← false	q5: wantq ← false
p6: await turn = 1	q6: await turn = 2
p7: wantp ← true	q7: wantq ← true
p8: critical section	q8: critical section
p9: turn ← 2	q9: turn ← 1
p10: wantp ← false	q10: wantq ← false