








Verifikációs feladatok

<pre>int turn = 0;</pre>		
<pre>while (turn != 0) ; // do nothing ; // critical section turn = 1;</pre>	<pre>while (turn != 1) ; // do nothing ; // critical section turn = 0;</pre>	
<pre>bool flag[2] = {false, false};</pre>		
<pre>while (flag[1]) ; // do nothing flag[0] = true; ; // critical section flag[0] = false;</pre>	<pre>while (flag[0]) ; // do nothing flag[1] = true; ; // critical section flag[1] = false;</pre>	
<pre>bool flag[2] = {false, false};</pre>		
<pre>flag[0] = true; while (flag[1]) ; // do nothing ; // critical section flag[0] = false;</pre>	<pre>flag[1] = true; while (flag[0]) ; // do nothing ; // critical section flag[1] = false;</pre>	
<pre>bool flag[2] = {false, false};</pre>		
<pre>flag[0] = true; while (flag[1]) { flag[0] = false; sleep; // delay flag[0] = true; } ; // critical section flag[0] = false;</pre>	<pre>flag[1] = true; while (flag[0]) { flag[1] = false; sleep; // delay flag[1] = true; } ; // critical section flag[1] = false;</pre>	
<pre>int turn = 0; bool flag[2] = {false, false};</pre>		 
<pre>flag[0] = true; while (flag[1]) { if (turn == 1) { flag[0] = false; while (turn == 1) ; flag[0] = true; } } ; // critical section turn = 1; flag[0] = false;</pre>	<pre>flag[1] = true; while (flag[0]) { if (turn == 0) { flag[1] = false; while (turn == 0) ; flag[1] = true; } } ; // critical section turn = 0; flag[1] = false;</pre>	
<pre>int turn = 0; bool flag[2] = {false, false};</pre>		 
<pre>flag[0] = true; turn = 1; while (flag[1] && turn == 1) ; ; // critical section flag[0] = false;</pre>	<pre>flag[1] = true; turn = 0; while (flag[0] && turn == 0) ; ; // critical section flag[1] = false;</pre>	