

Algorithm BuggyBarrier, by George Riley

*This Can't Possibly Work!*

```
1 int InBarrier[numprocs]; // Initialized to FALSE
2 InBarrier[MyID] = TRUE; // Note that I'm there
3 while(1) {
4     for (i = 0; i < numprocs; i++) { // Check all others there
5         if(!InBarrier[i]) break; // Not everyone there
6     }; // End for loop
7     if (i == numprocs) { // Everyone in barrier
8         InBarrier[myID] = FALSE; // For next entry
9         return;
10    } // End if
11} // End while loop
```