

```
program gardens1;  
var count : integer;
```

```
process turnstile1;  
var  
  loop : integer;  
begin  
  for loop := 1 to 20 do  
    count := count + 1  
  (* endfor *)  
end; (* turnstile1 *)
```

```
process turnstile2;  
var  
  loop : integer;  
begin  
  for loop := 1 to 20 do  
    count := count + 1  
  (* endfor *)  
end; (* turnstile2 *)
```

```
begin  
  count := 0;  
  cobegin  
    turnstile1;  
    turnstile2  
  coend;  
  writeln('total admitted: ',count)  
end.
```