

```
fun manager(dat, manager) {  
    var i, result;  
  
    result = new [NPROCS];  
    i = 0;  
    while (i < NPROCS) {  
        if (i != manager)  
            send dat[i] to i;  
        i = i + 1;  
    }  
    result[manager] = compute(dat[manager]);  
    i = 0;  
    while (i < NPROCS) {  
        if (i != manager)  
            recv result[i] from i;  
        i = i + 1;  
    }  
    return result;  
}
```

```
fun worker(manager) {  
    var result;  
  
    recv result from manager;  
    result = compute(result);  
    send result to manager;  
}  
  
fun main() {  
    var result, dat;  
  
    dat = init();  
    if (PID == 0)  
        result = manager(dat, 0);  
    else  
        worker(0);  
}
```