Activity 5

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```
#include <stdio.h>
#include <pthread.h>
#include <stdlib.h>
#include <unistd.h>
void* say_hello(void* data) {
int main(int argc, char *argv[]) {
       printf("Usage: %s arg1 arg2\n", argv[0]);
       return 1;
   pthread_create(&t1, NULL, say_hello, (void*)argv[1]);
   pthread_create(&t2, NULL, say_hello, (void*)argv[2]);
   return 0;
```

1.2

```
#include <stdio.h>
#include <pthread.h>
#define NUM THREADS 10
void* print_thread_number(void* arg) {
   return NULL;
int main() {
   pthread t threads[NUM_THREADS];
   int thread ids[NUM THREADS];
        thread ids[i] = i + 1;
       pthread_create(&threads[i], NULL, print_thread_number,
(void*)&thread_ids[i]);
       pthread_join(threads[i], NULL);
```

```
monthawat@PowerR1:~$ gcc -o Activity5_2 Activity5_2.c -lpthread
monthawat@PowerR1:~$ ./Activity5_2
This is thread 1
This is thread 2
This is thread 3
This is thread 4
This is thread 6
This is thread 7
This is thread 9
This is thread 9
This is thread 10
monthawat@PowerR1:~$
```

3.1

```
#include <stdio.h>
#include <pthread.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>

void* parent_thread_1(void* arg) {
    printf("First thread from parent process\n");
    return NULL;
}

void* parent_thread_2(void* arg) {
    printf("Second thread from parent process\n");
    return NULL;
}

void* child_thread_1(void* arg) {
    printf("First thread from child process\n");
    return NULL;
}
```

```
void* child thread 2(void* arg) {
   printf("Second thread from child process\n");
int main() {
       perror("Fork failed");
       return 1;
   } else if (pid == 0) {
       pthread create(&child t1, NULL, child thread 1, NULL);
   } else {
       wait(NULL);
```