

```
// this is just a preview/example; it is not executable C code
```

```
#include<threads.h>
```

```
#include<unistd.h>
```

```
void thread_function_1 (void *param)
```

```
{
```

```
    // variable declarations
```

```
    _Bool SOME_CONDITION;
```

```
    // main loop
```

```
    while (SOME_CONDITION)
```

```
    {
```

```
        execution_part_1();
```

```
        execution_part_2();
```

```
        execution_part_3();
```

```
    }
```

```
    // void function has no return value
```

```
}
```

```
void thread_function_2 (void *param)
```

```
{
```

```
    // variable declarations
```

```
    _Bool SOME_CONDITION;
```

```
    // main loop
```

```
    while (SOME_CONDITION)
```

```
    {
```

```
        execution_part_a();
```

```
        execution_part_b();
```

```
        execution_part_c();
```

```
    }
```

```
    // void function has no return value
```

```
}
```

```
int main(void)
```

```
{
```

```
    thread_t thread_handle_1;
```

```
    thread_t thread_handle_2;
```

```
    // call threads.h API function to create threads 1 and 2
```

```
    create_thread(thread_function_1, &thread_handle_1);  
    create_thread(thread_function_2, &thread_handle_2);  
    return 0;  
}
```