```c
#include<threads.h>
#include<unistd.h>
// global variables
_Bool EXIT_CONDITION=0; // initially exit condition is false

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);
        while (!EXIT_CONDITION)
        {
            udelay(10); // do nothing for a short time
        }
        return 0;
}
```