

OS LAB 3

1) Implement the above code and paste the screen shot of the output.

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>

void *func1(void *ptr);
void *func2(void *ptr);
main()
{
pthread_t thread1, thread2;
char *message1 = "Thread 1";
char *message2 = "Thread 2";
int iret1, iret2;

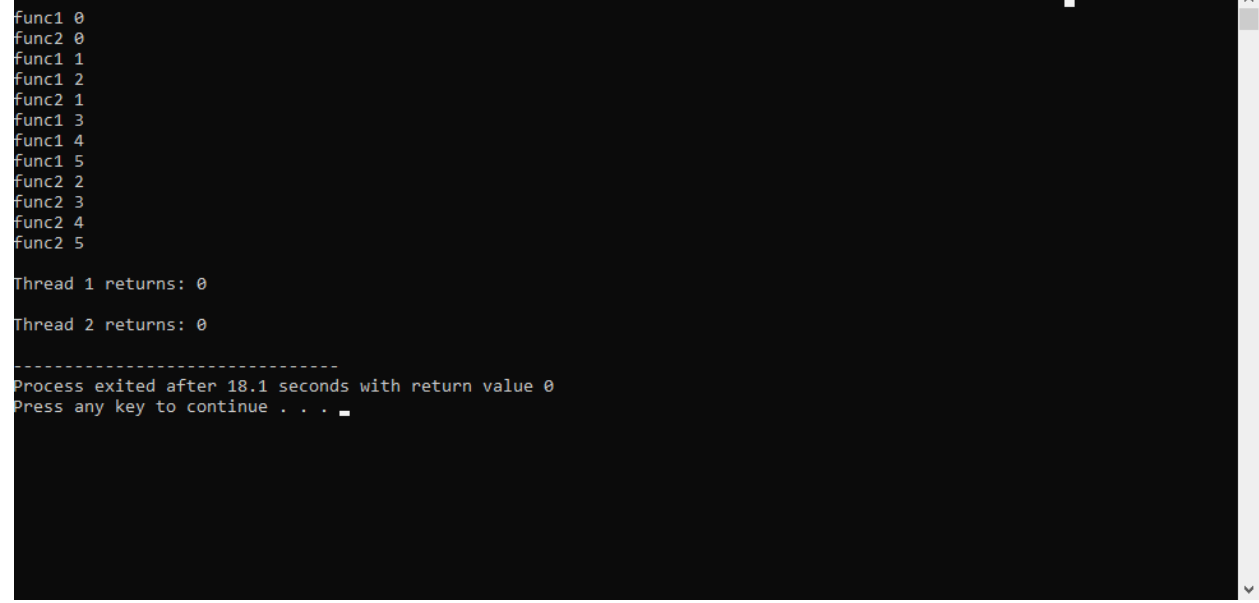
iret1 = pthread_create( &thread1, NULL, func1, (void*) message1);
iret2 = pthread_create( &thread2, NULL, func2, (void*) message1);

pthread_join( thread1, NULL);
pthread_join( thread2, NULL);
printf("\n\nThread 1 returns: %d\n",iret1);
```

```
printf("\nThread 2 returns: %d\n",iret2);  
exit(0);  
}
```

```
void *func1(void *ptr) {  
for (int i = 0; i < 6; i++) {  
printf("\nfunc1 %d", i);  
sleep(1);  
}  
}
```

```
void *func2(void *ptr) {  
for (int i = 0; i < 6; i++) {  
printf("\nfunc2 %d", i);  
sleep(3);  
}  
}
```



```
func1 0  
func2 0  
func1 1  
func1 2  
func2 1  
func1 3  
func1 4  
func1 5  
func2 2  
func2 3  
func2 4  
func2 5  
  
Thread 1 returns: 0  
Thread 2 returns: 0  
  
-----  
Process exited after 18.1 seconds with return value 0  
Press any key to continue . . .
```

2) Describe the following line of code:

```
iret1 = pthread_create( &thread1, NULL, print_message_function, (void*)  
message1);
```

Ans:

- pthread_create creates a new thread (thread1) and starts it by executing the function print_message_function.
- The message "Thread 1" is passed as an argument to print_message_function.
- The return value of pthread_create (indicating success or failure) is stored in iret1.