#include <stdio.h>

#include <errno.h>

#include <stddef.h> /\* \_threadid variable \*/

#include <process.h> /\* \_beginthread, \_endthread \*/

#include <time.h> /\* time, \_ctime \*/

char listachar[30];

int vetorTeste[3] = {1,1,1};

int indice = 0;

int flag1 = 1;

int flag2 = 0;

int flag3 = 0;

int turn = 0;

void thread\_code\_c(void \*threadno)

{

while (indice <= 29){

while(flag3 == 0);

listachar[indice] = 'c';

indice++;

flag1 = 1;

flag3 = 0;

}

for (indice = 0; indice <= 29; indice++)

printf("%c\n", listachar[indice]);

espera = 1;

}

void start\_thread()

{

long int thread\_id;

#if defined(\_\_WIN32\_\_)

if ((thread\_id = \_beginthread(thread\_code\_a,4096, (void \*) pparam)) == (unsigned long)-1)

#else

if ((thread\_id = \_beginthread(thread\_code\_a,4096, (void \*) pparam)) == -1)

#endif

{

printf("Unable to create thread a.\n");

return;

}

printf("Created thread a.\n");

#if defined(\_\_WIN32\_\_)

if ((thread\_id = \_beginthread(thread\_code\_b,4096, (void \*) vparam)) == (unsigned long)-1)

#else

if ((thread\_id = \_beginthread(thread\_code\_b,4096, (void \*) vparam)) == -1)

#endif

{

printf("Unable to create thread b.\n");

return;

}

printf("Created thread b.\n");

#if defined(\_\_WIN32\_\_)

if ((thread\_id = \_beginthread(thread\_code\_c,4096, NULL)) == (unsigned long)-1)

#else

if ((thread\_id = \_beginthread(thread\_code\_c,4096, NULL)) == -1)

#endif

{

printf("Unable to create thread c.\n");

return;

}

printf("Created thread c.\n");

}

int main(void)

{

start\_thread();

system("PAUSE");

return 0;

}