

1. Drew Sadler
2. `void *(*start_routine) (void *)`
- 3.
4. [asadler1@hopper3 Studio_09]\$ `gcc -o thread -pthread thread.c`
[asadler1@hopper3 Studio_09]\$ `./thread`
Thread is doing something
5.

```
struct thread_args{
    int arg1;
    int arg2;
    int ret;
    char buffer[100];
}
struct thread_args arguments;
arguments.arg1=50;
arguments.arg2=314;
arguments.ret=200;
snprintf( &arguments.buffer, 100);
```
6. Thread is doing something
Value of arg1 is 50
Value of arg2 is 314
Value of ret is 200
The message was: 'hello'
- 7.
8. [asadler1@hopper3 Studio_09]\$ `./thread`
Thread is doing something
Value of arg1 is 50
Value of arg2 is 314
Value of ret is 200
The message was: 'hello'
This is thread: 0
This is thread: 1
This is thread: 2
This is thread: 3
This is thread: 4
This is thread: 5
9. Sometimes when run it grabs thread 2 before 1 and prints out of order, possibly since no time was between compilations and nothing has to buffer so that it's just accessing the same memory and is grabbing the 2nd values that might reach 1st sometimes.