

## *pthread Practice*

*SP(GA) – Part 2 – Lauritz Thamsen & James Nurdin*

*Credits to: Tom Wallis*

*10 — 12 — 2024*

1. Modify 'entry()' in 1.c so that our threads print the characters they are passed as arguments.
2. You will notice that, because our main thread finished before all of our other threads, we do not see every character that entry() tries to print. Modify main() so that it waits for each thread to finish.
3. Modify 3.c so that it creates three threads, each of which run printFilm() with a movie\_t \* argument.
4. Join<sup>1</sup> each thread you created in 3.c. Modify main() so that it joins the threads, as in Question 2, but store each thread's return value. After each thread finishes, print "<film name> thread finished!".
5. Explain each commented line in 5.c, by replacing the comments with answers to their questions. At the end of the program, free() all of the malloc-d pointers so we are not left with a memory leak.

<sup>1</sup> Remember: to join a thread is to wait for it to finish executing.