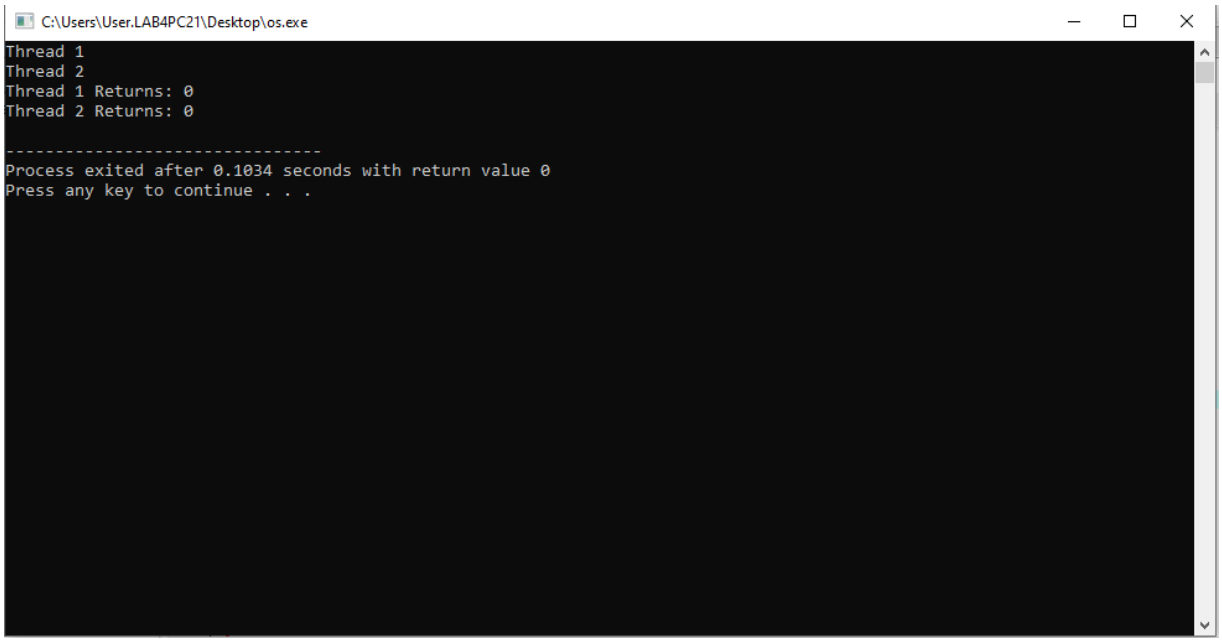
1) Implement the above code and paste the screen shot of the output.

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
void *print_message(void *ptr);
int main(){
        pthread_t thread1, thread2;
        char *message1 = "Thread 1";
        char *message2 = "Thread 2";

        int iret1, iret2;
        iret1= pthread_create(&thread1,NULL,print_message,(void*)message1);
        iret2= pthread_create(&thread2,NULL,print_message,(void*)message2);

        pthread_join(thread1,NULL);
        pthread_join(thread2,NULL);

        printf("Thread 1 Returns: %d\n",iret1);
        printf("Thread 2 Returns: %d\n",iret2);

        exit(0);
}

void* print_message(void *ptr){
        char* message;
        message = (char*)ptr;

        printf("%s\n",message);
}
```

OUTPUT:



2) Describe the following line of code:

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

The line of code iret1 = pthread_create(&thread1, NULL, print_message_function, (void*) message1); creates a new thread in a C program using the POSIX Threads (pthreads) library. It initializes a thread identified by thread1 and sets it to execute the function print_message_function, passing message1 (cast to a void*) as an argument. The second argument is NULL, indicating that default thread attributes are used. The return value of pthread_create is stored in iret1 to check for successful thread creation (a return value of 0 indicates success).