#include <stdio.h>

#include <stdlib.h>

#include <pthread.h>

int ar[1000];

int chunk = 100;

void \*add (void \*arg)

{

int start = (int) arg;

int end = start + chunk;

int sum = 0, i = 0;

for (i = 0; i < end; i++)

{

sum = sum + ar[i];

}

return ((void \*) sum);

}

int main ()

{

int status1, status2, status3, status4, status5, status6, status7, status8,

status9, status10;

pthread\_t thread1, thread2, thread3, thread4, thread5, thread6, thread7,

thread8, thread9, thread10;

int i;

for (i = 0; i < 1000; i++)

{

ar[i] = i+1;

}

pthread\_create (&thread1, NULL, add, (void \*) (0 \* chunk+1));

pthread\_create (&thread2, NULL, add, (void \*) (1 \* chunk+1));

pthread\_create (&thread3, NULL, add, (void \*) (2 \* chunk+1));

pthread\_create (&thread4, NULL, add, (void \*) (3 \* chunk+1));

pthread\_create (&thread5, NULL, add, (void \*) (4 \* chunk+1));

pthread\_create (&thread6, NULL, add, (void \*) (5 \* chunk+1));

pthread\_create (&thread7, NULL, add, (void \*) (6 \* chunk+1));

pthread\_create (&thread8, NULL, add, (void \*) (7 \* chunk+1));

pthread\_create (&thread9, NULL, add, (void \*) (8 \* chunk+1));

pthread\_create (&thread10, NULL, add,(void \*) (9 \* chunk+1));

pthread\_join (thread1, (void \*\*) &status1);

pthread\_join (thread2, (void \*\*) &status2);

pthread\_join (thread3, (void \*\*) &status3);

pthread\_join (thread4, (void \*\*) &status4);

pthread\_join (thread5, (void \*\*) &status5);

pthread\_join (thread6, (void \*\*) &status6);

pthread\_join (thread7, (void \*\*) &status7);

pthread\_join (thread8, (void \*\*) &status8);

pthread\_join (thread9, (void \*\*) &status9);

pthread\_join (thread10, (void \*\*) &status10);

printf ("\nsum %d\n", status10);

return 0;

}