

## LAB 03

### EXERCISE:

**QUESTION 01:** Implement the above code and paste the screen shot of the output.

### ANSWER:

#### CODE:

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>

void *print_message_function(void *ptr);
void *func1(void *ptr);
void *func2(void *ptr);

int main() {
    pthread_t thread1, thread2;
    char *message1 = "Thread 1";
    char *message2 = "Thread 2";
    int iret1, iret2;

    /* Create independent threads each of which will execute function */
    iret1 = pthread_create(&thread1, NULL, func1, (void*) message1);
    iret2 = pthread_create(&thread2, NULL, func2, (void*) message2);

    /* Wait till threads are complete before main continues. Unless we */
    /* wait we run the risk of executing an exit which will terminate */
    /* the process and all threads before the threads have completed. */
    pthread_join(thread1, NULL);
    pthread_join(thread2, NULL);

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

    exit(0);
}

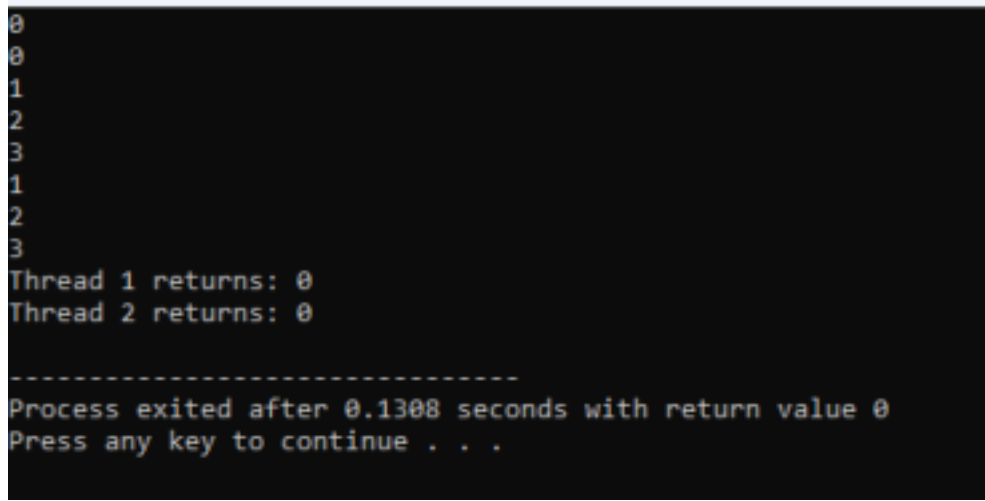
void *func1(void *ptr) {
    for (int i = 0; i <= 3; i++) {
        int delay = 1;
        printf("%d\n", i);
    }
    return NULL;
}
```

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```
void *func2(void *ptr) {
    for (int i = 0; i <= 3; i++) {
        int delay = 2;
        printf("%d\n", i);
    }
    return NULL;
}

void *print_message_function(void *ptr) {
    char *message;
    message = (char *) ptr;
    printf("%s\n", message);
    return NULL;
}
```

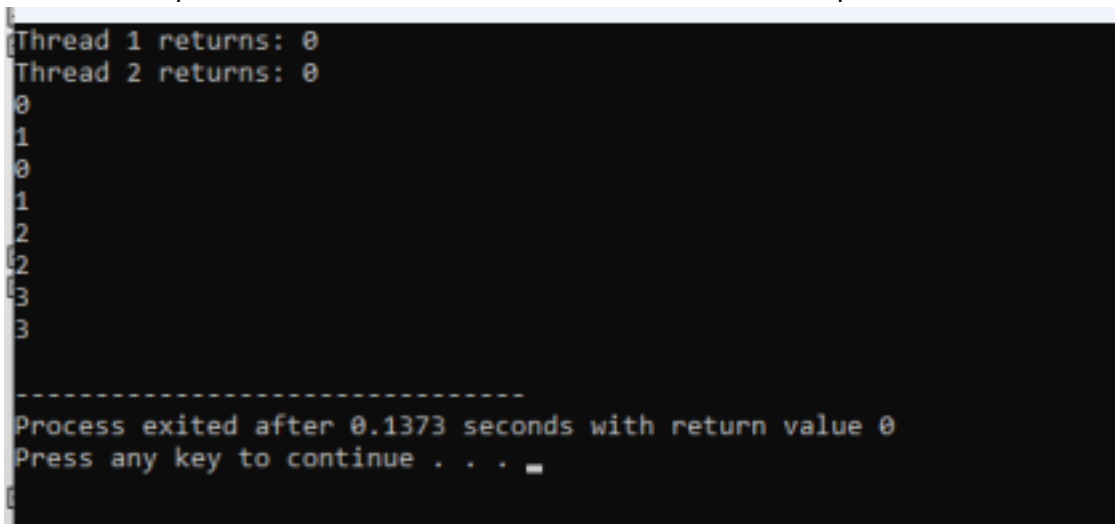
## OUTPUT:



```
0
0
1
2
3
1
2
3
Thread 1 returns: 0
Thread 2 returns: 0

-----
Process exited after 0.1308 seconds with return value 0
Press any key to continue . . .
```

When committed pthread thread1 and thread 2 the output difference is:



```
0
0
1
2
3
1
2
3
Thread 1 returns: 0
Thread 2 returns: 0

-----
Process exited after 0.1373 seconds with return value 0
Press any key to continue . . .
```

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```
/* Wait till threads are complete
/* wait we run the risk of executing
/* the process and all threads
// pthread_join(thread1, NULL);
pthread_join(thread2, NULL);

printf("Thread 1 returns: %d\n", thread1);
printf("Thread 2 returns: %d\n", thread2);

exit(0);
}

Thread 1 returns: 0
Thread 2 returns: 0

/* Wait till threads are complete
/* wait we run the risk of executing
/* the process and all threads
pthread_join(thread1, NULL);
// pthread_join(thread2, NULL);

printf("Thread 1 returns: %d\n", thread1);
printf("Thread 2 returns: %d\n", thread2);

exit(0);
}

Thread 1 returns: 0
Thread 2 returns: 0
```

**QUESTION 02:** Describe the following line of code:

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

**ANSWER:**

This line of code creates a new thread (thread1) that executes the `print_message_function` with the argument `message1`. The return value, indicating success (0) or error, is stored in `iret1`.

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