#include <pthread.h>

#include <stdio.h>

#define NUM\_THREADS 5

void \*PrintHello(void \*threadid)

{

long tid;

tid = (long)threadid;

printf("Hello World! It's me, thread #%ld!\n", tid);

pthread\_exit(NULL);

}

int main (int argc, char \*argv[])

{

pthread\_t threads[NUM\_THREADS];

int rc;

long t;

for(t=0; t<NUM\_THREADS; t++){

printf("In main: creating thread %ld\n", t);

rc = pthread\_create(&threads[t], NULL, PrintHello, (void \*)t);

if (rc){

printf("ERROR; return code from pthread\_create() is %d\n", rc);

exit(-1);

}

}

/\* Last thing that main() should do \*/

pthread\_exit(NULL);

}

OUTPUT

In main: creating thread 0

In main: creating thread 1

Hello World! It's me, thread #0!

In main: creating thread 2

Hello World! It's me, thread #1!

Hello World! It's me, thread #2!

In main: creating thread 3

In main: creating thread 4

Hello World! It's me, thread #3!

Hello World! It's me, thread #4!