main.c

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```c
#include <stdio.h>
#include <pthread.h>
#include <unistd.h>
pthread_mutex_t lock; int counter=0;
void* fun(void* arg){for(int i=0;i<5;i++){
    pthread_mutex_lock(&lock);
    counter++; printf("Thread %ld -> Counter: %d\n",(long)arg,counter);
    pthread_mutex_unlock(&lock); sleep(1); }
    return NULL;}
int main(){pthread_t t1,t2; pthread_mutex_init(&lock,NULL);
pthread_create(&t1,NULL,fun,(void*)1); pthread_create(&t2,NULL,fun,(void*)2);
pthread_join(t1,NULL); pthread_join(t2,NULL);
pthread_mutex_destroy(&lock); return 0;}
```

Output

```
Thread 1 -> Counter: 1
Thread 2 -> Counter: 2
Thread 1 -> Counter: 3
Thread 2 -> Counter: 4
Thread 1 -> Counter: 5
Thread 2 -> Counter: 6
```