1. Replace “exit” with “return”

Parent sees i = 0

Parent sees i = 1

Child sees i = 1

Parent sees i = 2

Child sees i = 2

Child sees i = 0

1. Replace “exit” with “return”.

Include the header file pthread.h

Remove the while(1) loop which made program to run infinitely.

Parent says a: 1

id: 1 a: 2 b: 1

id: 2 a: 3 b: 1

Thread 1 and 2 complete

1. When we say "user-level threads map to kernel threads" we mean that the abstraction of threads presented to user-space is implemented using threads in kernel-space, with each user thread being represented by a kernel-implemented thread.

m>>n : Number of System calls decrease. Overhead decreases. Therefore, very much favourable.

m>n : Reasonably good.

m=n : one user process => one kernel process. Therefore, it's not multi-threading. Not favourable

m<n : More overhead.

m<<n : Number of System calls increase. Overhead increases. Therefore, should be avoided.