OS Lab(CSLR42) - Lab 7 - 23/03/2021

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Question :

Multithreading in C++

Multithreading support was introduced in C++11. Prior to C++11, we had to use POSIX threads or p threads library in C. While this library did the job the lack of any standard language provided feature-set caused serious portability issues. C++ 11 did away with all that and gave us **std::thread**. The thread classes and related functions are defined in the **thread** header file.

std::thread is the thread class that represents a single thread in C++. To start a thread we simply need to create a new thread object and pass the executing code to be called (i.e, a callable object) into the constructor of the object. Once the object is created a new thread is launched which will execute the code specified in callable.

A callable can be either of the three

- A function pointer
- A function object
- A lambda expression

Program and Input/Output