#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <pthread.h>

void \*myThreadFun(void \*vargp)

{

sleep(1);

printf("Hello World!! \n");

return NULL;

}

int main()

{

pthread\_t thread\_id;

printf("Before Thread\n");

pthread\_create(&thread\_id, NULL, myThreadFun, NULL);

pthread\_join(thread\_id, NULL);

printf("After Thread\n");

exit(0);

}

