#include<stdio.h>

#include<pthread.h>

#include<unistd.h>

void \*add(void \*val){

int \*num=(int\*) val;

printf("Addition by self %d\n",(\*num)+(\*num));

sleep(1);

}

void \*multiply(void \*val){

int \*num=(int\*) val;

printf("Multiply by self %d\n",(\*num)\*(\*num));

sleep(1);

}

void \*subtract(void \*val){

int \*num=(int\*) val;

printf("Subtraction by self %d\n",(\*num)-(\*num));

sleep(1);

}

void \*divide(void \*val){

int \*num=(int\*) val;

printf("Division by self %d\n",(\*num)/(\*num));

sleep(1);

}

int main(){

pthread\_t t[5];

int i,val,knt,choice;

printf("How many threads : ");

scanf("%d",&knt);

for(int i=1;i<=knt;i++){

printf("\n\t");

printf("\n\tEnter value of thread %d :",i);

scanf("%d",&val);

printf("\n=======================Menu=================");

printf("\n[1]Addition [2]Multiplication [3]subtraction [4]Division");

printf("\n============================================");

printf("\n\tYour choice : ");

scanf("%d",&choice);

if(choice==1){

int th=pthread\_create(&t[i],0,add,(void\*)&val);

if(!th){

printf("Thread-%d created...\n",i);

}

pthread\_join(t[i],NULL);

}

else if(choice==2){

int th=pthread\_create(&t[i],0,multiply,(void\*)&val);

if(!th){

printf("Thread-%d created...\n",i);

}

pthread\_join(t[i],NULL);

}

else if(choice==3){

int th=pthread\_create(&t[i],0,subtract,(void\*)&val);

if(!th){

printf("Thread- %d created...\n",i);

}

pthread\_join(t[i],NULL);

}

else if(choice==4){

int th=pthread\_create(&t[i],0,divide,(void\*)&val);

if(!th){

printf("Thread- %d created...\n",i);

}

pthread\_join(t[i],NULL);

}

else{

printf("Improper input");

}

}

return 0;

}