

National Textile University

Department of Computer Science

Subject:
Operating System
Submitted to:
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Reg. number:
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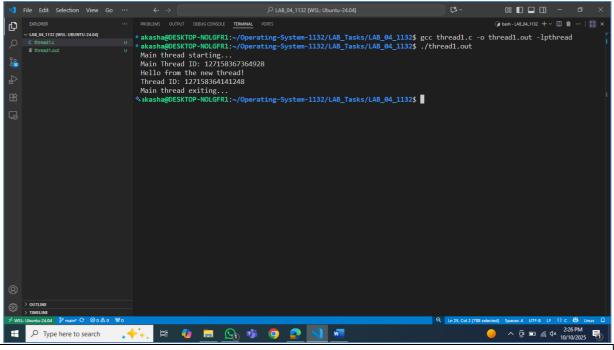
LAB 04

Task-01:

```
CODE:
```

```
// Creating a simple thread using pthreads in C
#include <stdio.h>
#include <pthread.h> // Include pthreads library
#include <unistd.h>
// Thread function - this will run in the new thread
void* thread function(void* arg) {
  printf("Hello from the new thread!\n");
  printf("Thread ID: %lu\n", pthread self());
  return NULL;
}
int main() {
  pthread t thread id;
                          // Declare a thread object
  printf("Main thread starting...\n");
  printf("Main Thread ID: %lu\n", pthread self());
  pthread create(&thread id, NULL, thread function, NULL); // Create a new
thread (object, attributes, function, args)
  pthread join(thread id, NULL); // Wait for the thread to finish (object,
return value)
  printf("Main thread exiting...\n");
  return 0;
}
```

Output:



Point To Remember:

- Add the library
- Declare the object/identifier in the main
- Create the thread
- Join the thread
- Execute the thread

Task_02:

CODE:

// Passing arguments to threads in C using pthreads

```
#include <stdio.h>
#include <pthread.h>
void* print_number(void* arg) {

// We know that we've passed an integer pointer
int num = *(int*)arg; // Cast void* back to int*
printf("Thread received number: %d\n", num);
printf("Square: %d\n", num * num);
return NULL;
}

int main() {
   pthread_t thread_id; // Declare a thread object
int number = 42; // Argument to pass to thread
   printf("Creating thread with argument: %d\n", number);
```

```
// Pass address of 'number' to thread pthread_create(&thread_id, NULL, print_number, &number); // Create thread (object, attributes, function, args) pthread_join(thread_id, NULL); // Wait for thread to finish (object, return value) printf("Main thread done.\n"); return 0; }
```

Output:

