- What's the function to create a new thread?

pthread_create(), it takes 4 arguments, in order:

The name of the thread, the attributes of the thread, the function running on the thread, and the pointer that can be passed to the running function as an argument.

Here's an example from the reading:

```
pthread_t t1;

pthread_create(&t1, NULL, run_func, NULL);
```

- What's the function to wait for a thread to finish?

pthread_join(), which takes 2 arguments:

The name of the thread, and the return value, which can be stored in a variable create previously, or we can use null if we don't care about the return value.

```
pthread_join(t2, NULL);
```

- How do you pass an argument to the new thread?

Instead of using null in our previous pthread_create in the fourth argument position, we can send in a void* arg which will act as an argument sent to the new thread,

```
pthread_t t1;

pthread_create(&t1, NULL, run_func, void *arg);
```

- How would you pass multiple arguments to the new thread?

I believe using a struct would be correct, by creating a struct with the parameters and then creating a variable of said struct then sending the address of that variable in we would be able to send in multiple parameters. Though I would have to check for a better way if there was one.