Call stack of CreateThread() function,

WindowsTryouts.exe!CreateThreadFun(void \* pv)

kernel32.dll!@BaseThreadInitThunk@12‑()

ntdll.dll!\_\_RtlUserThreadStart()

ntdll.dll!\_\_RtlUserThreadStart@8‑()

Call stack of \_beginthreadex() function,

WindowsTryouts.exe!BeginThreadFun(void \* pv)

ucrtbased.dll!invoke\_thread\_procedure(unsigned int(\_\_stdcall\*)(void \*) procedure, void \* const context)

ucrtbased.dll!thread\_start<unsigned int (\_\_stdcall\*)(void \*)>(void \* const parameter)

kernel32.dll!@BaseThreadInitThunk@12‑()

ntdll.dll!\_\_RtlUserThreadStart()

ntdll.dll!\_\_RtlUserThreadStart@8‑()