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I declared that char buf[1024]; and int fd[2] (for the pipe) at the beginning of the main. In while loop I increment “thrCount” variable by 1 to use it for thread indexing. I used dup2 with pipe(dup2(fd[1], STDOUT_FILENO);) in the child process before execvp run. So that all of the output is written to fd[1]. Therefore in the future I can read the output of execvp from the parent process. Then I used dup2 with pipe again(dup2(fd[0], STDIN_FILENO)) in the parent process then I used read() to read things(which comes from child processes) from pipe. After that, I create a thread for printing them in a multithreading way. I initialized mutex outside and used it inside of the display function(lock before printf statements, unlock after printf statements). So that nobody can interfree each other's printing operation. I also used fflush after printf. Lastly for wait command I added for loop to waiting all threads to finish(with using pthread_join)