CS416 Project2 – Planning

pthread\_create():

- create TCB

- make the context

- push thread to data structure (ordered linked list and TCB hash table)

pthread\_yield():

if NOT main:

- change current thread state from RUNNING to READY

- increment thread\_counter by 1

- context switch current thread to main context

pthread\_join(thread T2, void \*\*value\_ptr):

-

- if called for first time:

- run scheduler (until T2 is done)

- done

- fetch T2 from TCB table structure

- if T2 state is DONE:

-if value\_ptr is not null:

- get T2’s return value (from where??)

pthread\_exit(void \*value\_ptr):

- free the stack

- store value\_ptr (thread’s return value) into return-value attribute

- change thread status to DONE