```
#include <pthread.h>
#include <stdio.h>
void* happy (void* arg) {
   int* N = (int *)arg;
   for (int k = 0; k < *N; k++)
       printf ("Happy %d\n", k);
   return (void *) 0xF00D;
int main () {
   pthread_t happy_id;
   pthread_attr_t happy_attr;
   pthread_attr_init (&happy_attr);
   int threadArgument;
   threadArgument = 6;
   pthread_create (&happy_id, &happy_attr, happy, &threadArgument);
   for (int k = 0; k < 20; k++)
       printf ("Before %d\n", k);
   int joinReturnValue;
   pthread_join (happy_id, (void **) &joinReturnValue);
   printf ("Thread status is %x\n", joinReturnValue);
   printf ("End of program\n");
   return 0;
```

## Execution

- 1. Implement the thread code to the left
- 2. When you run the code, what output do you get? Does the output change over different iterations?
- 3. Change the number of times the happy worker method prints its message to 10. Make this change without modifying the happy method itself.
- 4. Change the return value for the 'happy' worker thread. Are there any limitations for what you can return?
- 5. Submit your modified code along with a word document under the in-Class Assignment