

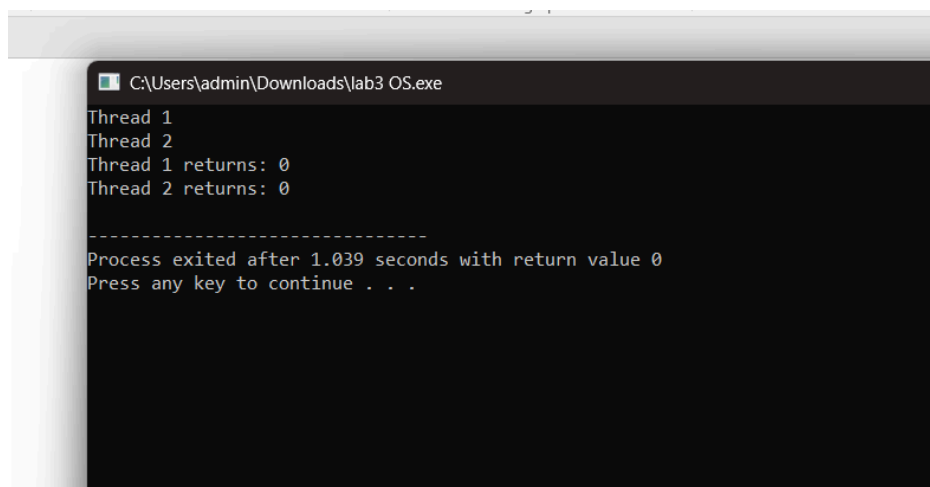
LAB 03: (THREADS)

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
void *print_message_function( void *ptr );
main()
{
    pthread_t thread1, thread2;
    char *message1 = "Thread 1";
    char *message2 = "Thread 2";
    int iret1, iret2;
    /* Create independent threads each of which will execute function */

    iret1 = pthread_create( &thread1, NULL, print_message_function, (void*) message1);
    iret2 = pthread_create( &thread2, NULL, print_message_function, (void*) message2);

    /* Wait till threads are complete before main continues. Unless we */
    /* wait we run the risk of executing an exit which will terminate */
    /* the process and all threads before the threads have completed. */

    pthread_join( thread1, NULL);
    pthread_join( thread2, NULL);
    printf("Thread 1 returns: %d\n",iret1);
    printf("Thread 2 returns: %d\n",iret2); exit(0);
}
void *print_message_function( void *ptr )
{
    char *message; message
    = (char *) ptr; printf("%s\n", message);
}
//Compile: gcc -pthread -o a mt.c:
//Run: ./a.out
```



```
C:\Users\admin\Downloads\lab3 OS.exe
Thread 1
Thread 2
Thread 1 returns: 0
Thread 2 returns: 0

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Process exited after 1.039 seconds with return value 0
Press any key to continue . . .
```