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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
```