CS5243 Advanced UNIX Programming Assignment 9 (4 pts) Group 4

(1) Screenshot of the code

```
#include <stdio.h>
   #include <pthread.h>
   #include <unistd.h>
  pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;
   void* new pthread barrier wait(){
11
       pthread_mutex_lock(&mutex);
       printf("Thread %u running\n", (unsigned int)pthread_self());
       pthread mutex unlock(&mutex);
   int main(void){
        int num thread = 5;
       pthread_t tid[num_thread];
       void *tret;
        pthread mutex lock(&mutex);
        for (int i = 0; i < num thread; i++)</pre>
            printf("Starting thread %d\n", i);
34
            if (pthread_create(&tid[i], NULL, new_pthread_barrier_wait, NULL) != 0)
```

(2) Screenshot of the result

```
freebsd@generic:~/Advanced-UNIX-Programming_Student/assignment9 % ./assignment9 Starting thread 0 Starting thread 1 Starting thread 2 Starting thread 3 Starting thread 4 Thread 2219012864 running Thread 2219007488 running Thread 2219009280 running Thread 2219011072 running Thread 2219005696 running Thread 2219005696 running
```

(3) Explanation:

```
// Mutex
pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;

void* new_pthread_barrier_wait(){
    // Lock
    pthread_mutex_lock(&mutex);

    // Critical Section
    printf("Thread %u running\n", (unsigned int)pthread_self());
    //

    // Unlock
    pthread_mutex_unlock(&mutex);
}
```

To implement the pthread_barrier_wait function, we first create a global mutex
This mutex will block the execution in the critical section for 5 threads, and only allow one
thread enter the critical section at the same time.

```
// Lock, Waiting for creating all threads
pthread_mutex_lock(&mutex);
for (int i = 0; i < num_thread; i++)
{
    printf("Starting thread %d\n", i);
    if (pthread_create(&tid[i], NULL, new_pthread_barrier_wait, NULL) != 0)
    {
        printf("Starting thread %d error !\n", i);
        return 0;
    }
}

// Unlock
pthread_mutex_unlock(&mutex);</pre>
```

In the main function, the creation thread first locks the mutex, before creating threads. Hence, every thread will await the completion of the creation process for all threads, and then start to execute the routine function.