1.

#include<stdio.h>

#include<stdlib.h>

#include<Windows.h>

#include<tchar.h>

DWORD WINAPI Staff(LPVOID lp) {

printf("員工編號為%d\n", GetCurrentThreadId());

return 0;

}

int \_tmain(int argc, TCHAR\* argv[]) {

const int Staff\_Number = 5;

HANDLE hd[Staff\_Number];

for (int i = 0; i <= Staff\_Number; i++) {

hd[i] = CreateThread(NULL, 0, Staff, NULL, 0, NULL);

}

WaitForMultipleObjects(Staff\_Number, hd, TRUE, INFINITE);

system("pause");

return 0;

}

2.

#include<stdio.h>

#include<stdlib.h>

#include<Windows.h>

#include<tchar.h>

DWORD WINAPI Staff(LPVOID lp) {

printf("員工編號為%d\n", GetCurrentThreadId());

return 0;

}

int \_tmain(int argc, TCHAR\* argv[]) {

const int Staff\_Number = 5;

HANDLE hd[Staff\_Number];

int i = 0;

while (i <= Staff\_Number) {

hd[i] = CreateThread(NULL, 0, Staff, NULL, 0, NULL);

i++;

}

WaitForMultipleObjects(Staff\_Number, hd, TRUE, INFINITE);

system("pause");

return 0;

}

3.

#include<stdio.h>

#include<stdlib.h>

#include<Windows.h>

#include<process.h>

#include<tchar.h>

unsigned int \_\_stdcall Staff(PVOID lp) {

printf("員工編號為%d\n", GetCurrentThreadId());

return 0;

}

int \_tmain(int argc, TCHAR\* argv[]) {

const int Staff\_Number = 5;

HANDLE hd[Staff\_Number];

for (int i = 0; i <= Staff\_Number; i++) {

hd[i] = (HANDLE)\_beginthreadex(NULL, 0, Staff, NULL, 0, NULL);

}

WaitForMultipleObjects(Staff\_Number, hd, TRUE, INFINITE);

system("pause");

return 0;

}

4.

#include<stdio.h>

#include<stdlib.h>

#include<Windows.h>

#include<process.h>

#include<tchar.h>

unsigned int \_\_stdcall Staff(PVOID lp) {

printf("員工編號為%d\n", GetCurrentThreadId());

return 0;

}

int \_tmain(int argc, TCHAR\* argv[]) {

const int Staff\_Number = 5;

HANDLE hd[Staff\_Number];

int i = 0;

while (i <= Staff\_Number) {

hd[i] = (HANDLE)\_beginthreadex(NULL, 0, Staff, NULL, 0, NULL);

i++;

}

WaitForMultipleObjects(Staff\_Number, hd, TRUE, INFINITE);

system("pause");

return 0;

}