Program 3.

Write a program to demonstrate usage of pthread library.

```
#include<pthread.h>
#include<stdio.h>
#include<stdlib.h>
#include<fcntl.h>
#include<unistd.h>
// This program takes n files as input from arguments
// Print number of lines in each file and then total of lines
// Count line breaks
// n_breaks + 1 lines will be there, unless we encounter EOF in
beginning
struct input {
     char *filename;
     int *slot; // write the answer in an integer array
}; // for use by linecount function
int count_breaks(char *buf, ssize_t sz) {
     ssize_t i = 0;
     int count = 0;
    for(i=0;i<sz;i++) {
          if (buf[i] == '\n') count++;
     return count;
}
void *linecount(void *inp) {
     struct input *in = (struct input *)inp;
     char buf[256];
     ssize_t rd;
     int fd = open(in->filename, O_RDONLY);
     if (fd < 0) {
          printf("Cannot open %s\n", in->filename);
          *(in->slot) = -1;
          return NULL;
     }
     int count = 0;
     while((rd = read(fd, buf, 256)) > 0) {
          count += count_breaks(buf,rd);
     *(in->slot) = count;
     return NULL;
}
struct input *create_input(char *filename, int *slot) {
     struct input *inp = malloc(sizeof(struct input));
     inp->filename = filename;
     inp->slot = slot;
```

```
return inp;
}
int main(int argc, char **argv) {
     pthread_t *threads = malloc((argc-1)*sizeof(pthread_t));
     int *results = malloc((argc-1)*sizeof(int));
     pthread_attr_t attr;
     pthread_attr_init(&attr);
     int i, total = 0;
     if (argc < 2) {
          fprintf(stderr, "Needs at least 1 argument\n");
          return 1;
     }
     for(i = 1; i < argc; i++) {
          struct input *in = create_input(argv[i], &results[i-1]);
          // an intentional memory leak, will clear on exiting
anyway;
          pthread_create(&threads[i-1], &attr, linecount, in);
     }
     for(i=1; i < argc; i++) {
          int jstatus = pthread_join(threads[i-1], NULL);
          if (istatus != 0) {
               fprintf(stderr, "cannot join thread for file %s",
argv[i]);
               continue;
          if(results[i-1] >= 0) {
               printf("%s: %d lines\n", argv[i], results[i-1]);
               total += results[i-1];
          }
     printf("total: %d lines\n", total);
     free(threads);
     free(results);
     return 0;
}
```

Output:

```
File Edit View Bookmarks Settings Help
mahesh@mahesh:~/Code/Lab/OS$ cp /usr/include/n*.h text_files/
mahesh@mahesh:~/Code/Lab/OS$ cp /usr/include/m*.h text_files/
mahesh@mahesh:~/Code/Lab/OS$ ./pth text_files/*
text_files/malloc.h: 164 lines
text_files/math.h: 1556 lines
text_files/mcheck.h: 60 lines
text_files/memory.h: 33 lines
text_files/memory.h: 33 lines
text_files/menu.h: 270 lines
text_files/monetary.h: 59 lines
text_files/mqueue.h: 98 lines [
text_files/nqueue.h: 98 lines [
text_files/nc_tparm.h: 79 lines
text_files/ncurses_dll.h: 116 lines
text_files/ncurses.h: 2101 lines
text_files/nctb.h: 713 lines
text_files/nl_types.h: 54 lines
text_files/nss.h: 63 lines
total: 5461 lines
```

For comparison below is the output of unix wc -l

```
File Edit View Bookmarks Settings Help

mahesh@mahesh:~/Code/Lab/OS$ wc -l text_files/*

164 text_files/malloc.h

1556 text_files/math.h

60 text_files/memory.h

270 text_files/memory.h

270 text_files/menu.h

95 text_files/monetary.h

98 text_files/mqueue.h

79 text_files/nc_tparm.h

116 text_files/ncurses_dllTh

2101 text_files/ncurses.h

713 text_files/nctdb.h

54 text_files/nss.h

5461 total

mahesh@mahesh:~/Code/Lab/OS$ ~
```

Case when a file does not exist

