

5) Si completi il seguente codice affinché i thread dell'esercizio seguente attraversino la barriera secondo l'ordine imposto dal numero progressivo id.

```

/* Include */
#include <pthread.h>
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <unistd.h>
#define NUM_THREADS      5

// Variabili globali
int next_thread;

pthread_mutex_t condition_mutex;
pthread_cond_t condition_variable;

void attendi_turno(int id){

    pthread_mutex_lock(&condition_mutex);
    while(next_thread != id)
        pthread_cond_wait(&condition_variable);

    printf("Thread %d ha attraversato la barriera\n", id);

    ++next_thread;
    pthread_cond_broadcast(&condition_variable);
    pthread_mutex_unlock(&condition_mutex);

}

void * tbody (void *num) {
    //Aspetto un po'
    srand(time(NULL));
    int r = rand()%10;
    sleep(r);
    printf("Thread %d ha iniziato\n", (int) num);
    attendi_turno((int) num);
    pthread_exit(NULL);
}

int main() {
//Inizializzazioni

    condition_mutex = PTHREAD_MUTEX_INITIALIZER;
    condition_variable = PTHREAD_COND_INITIALIZER;

    next_thread=0;

    pthread_t threads[NUM_THREADS];
    int rc, t;
    for(t=0; t<NUM_THREADS; t++){
        printf("Creating thread %d\n", t);
        rc = pthread_create(&threads[t], NULL, tbody, (void *) t);
        if (rc){
            printf("ERROR; return code from pthread_create() is %d\n", rc);
            exit(-1);
        }
    }
    pthread_exit(NULL);
}

```