#include <stdio.h>

#include <pthread.h>

#include "string.h"

#define time\_sleep 5 //time of delay, u second

#define NNN 5

**long m,n;**

void \*calculate\_m();

void \*calculate\_n();

**int main(int argN, char \*arg[])**

{

pthread\_t tid\_m,tid\_n;

int i;

pthread\_create(&tid\_m,NULL,calculate\_m,NULL);

pthread\_create(&tid\_n,NULL,calculate\_n,NULL);

for(i=1;i<=atoi(arg[1]);i++)

{

usleep(time\_sleep); //u second delay

//pthread\_yield();

**printf("Main thread, the middle result m+n = %ld\n",m+n);**

}

pthread\_join(tid\_m,NULL);

pthread\_join(tid\_n,NULL);

printf("Main thread, the final result m+n = %ld\n\n",m+n);

}

**void \*calculate\_m()**

{

int i;

m = 0;

for(i=1;i<=NNN;i++)

{ **m = m + i;**

//pthread\_yield();

usleep(time\_sleep);

printf("Thread m, 1+..+%d = %ld\n",i,m);

}

printf("Thread m, the final result = %ld\n\n",m);

pthread\_exit("calculate\_m");

}

**void \*calculate\_n()**

{

int i;

n = 0;

for(i=1;i<=NNN;i++)

{ n = n + i;

//pthread\_yield();

usleep(time\_sleep);

printf("Thread n, 1+..+%d = %ld\n",i,n);

}

printf("Thread n, the final result = %ld\n\n",n);

pthread\_exit("calculate\_n");

}