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30. Write C programs to demonstrate the following thread related concepts.

Aim: To demonstrate creating and terminating threads using `pthread` library.

Algorithm:

1. Include the necessary libraries.
2. Define a thread function.
3. Create threads using `pthread_create`.
4. Wait for the thread to complete using `pthread_join`.
5. Terminate the thread.

Code:

```
#include <pthread.h>
```

```
#include <stdio.h>
```

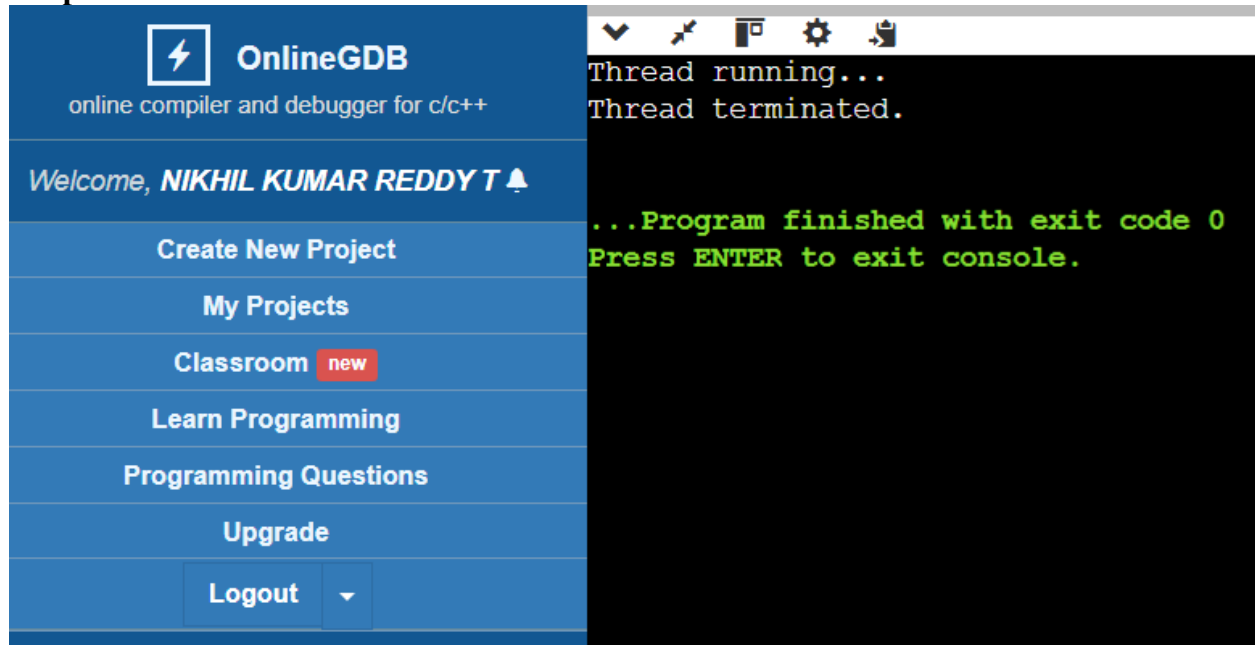
```
#include <stdlib.h>
```

```
void* thread_function(void* arg) {  
    printf("Thread running...\n");  
    return NULL;  
}
```


```
int main() {  
    pthread_t thread;  
    pthread_create(&thread, NULL, thread_function, NULL);  
    pthread_join(thread, NULL);  
    printf("Thread terminated.\n");  
    return 0;  
}
```


```
}
```

Output:



The screenshot displays the OnlineGDB web interface. On the left is a blue sidebar with the OnlineGDB logo and navigation links: 'Create New Project', 'My Projects', 'Classroom' (with a 'new' badge), 'Learn Programming', 'Programming Questions', 'Upgrade', and a 'Logout' button with a dropdown arrow. The main area on the right is a black console window with a toolbar at the top. It shows the output of a program: 'Thread running...' followed by 'Thread terminated.' and then '...Program finished with exit code 0' and 'Press ENTER to exit console.' in green text.

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Thread running...

Thread terminated.

...Program finished with exit code 0

Press ENTER to exit console.