1. 소스코드

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| #include <stdio.h>  #include <stdlib.h>  #include <unistd.h>  #include <pthread.h>  #define THREAD\_NUM 8  struct thread\_data {  int thread\_index;  int sum;  char \*message;  };  void \*ssu\_printhello(void \*arg);  struct thread\_data thread\_data\_array[THREAD\_NUM];  char \*messages[THREAD\_NUM];  int main(void) {  pthread\_t tid[THREAD\_NUM];  int sum;  int i;  sum = 0;  messages[0] = "English: Hello World!";  messages[1] = "French: Bonjour le monde!";  messages[2] = "Spanish: Hola al mundo!";  messages[3] = "Klingon: Nuq neH!";  messages[4] = "German: Guten Tag, Welt!";  messages[5] = "Russian: Zdravstvytye, mir!";  messages[6] = "Japan: Sekai e konnichiwa!";  messages[7] = "Latin: Orbis, te saluto!!";  for(i = 0; i < THREAD\_NUM; i++) {  //i를 지정  sum = sum + i;  thread\_data\_array[i].thread\_index = i;  thread\_data\_array[i].sum = sum;  thread\_data\_array[i].message = messages[i];  printf("Creating thread %d\n", i);    //thread 생성  if(pthread\_create(&tid[i], NULL, ssu\_printhello, (void \*)&thread\_data\_array[i]) != 0) {  fprintf(stderr, "pthread\_create error\n");  exit(1);  }  }  sleep(5);  exit(0);  }  //thread 함수  void \*ssu\_printhello(void \*arg) {  struct thread\_data \*data;  char \*message;  int thread\_index;  int sum;  sleep(1);  //pthread\_create()의 4번 째 인자로 넘겨진 데이터  //struct 타입으로 넘겨짐  data = (struct thread\_data \*)arg;  thread\_index = data->thread\_index;  sum = data->sum;  message = data->message;  printf("Thread %d: %s Sum=%d\n", thread\_index, message, sum);  return NULL;  } |

2. 실행결과

