

# System Thread Interface Solutions

# std::thread ID

- Rewrite the "hello thread" program so it prints out the ID of the worker thread in the hello() function
- Modify the main() function to print out its own ID
- Modify the main() function to print out the ID of the hello thread
  - Before calling join()
  - After calling join()

# std::thread ID

- Explain your results
  - On my system, the output was

```
Main thread has ID 1
Hello thread has ID 2
Hello from thread with ID 2
Hello thread has ID thread::id of a non-executing thread
```
- The main thread and the hello thread have different ID's
- This is because they correspond to different system threads
- When join() returns, the system thread has completed
- get\_id() returns a default value

# Pausing a thread

- Modify the "Hello thread" program so that the thread pauses for two seconds before printing out the message
  - The source code for the solutions is in a separate downloadable resource