

ASSIGNMENT #4

NAME: SHAHERYAR ASHFAQ

ROLL NO: **20P-0128**

SECTION: BS-CS **4-B**

SUBJECT: OPERATING SYSTEM

```
C q1 A4.c > 分 main()
     #include <stdio.h>
     #include <pthread.h>
     #include <stdlib.h>
     void * thread1(){
          for(int c=0 ; c<10 ; c++){
              printf("Hello\n");
     void * thread2(){
11
12
          for(int c=0 ; c<10 ; c++){
              printf("World\n");
13
14
15
     int main(){
17
          int status;
18
          pthread t tid1,tid2,tid3,tid4;
19
          pthread create(&tid1,NULL,thread1,NULL);
20
       pthread create(&tid3,NULL,thread1,NULL);
21
22
23
          pthread join(tid1,NULL);
24
25
26
          pthread join(tid3,NULL);
          pthread create(&tid2,NULL,thread2,NULL);
27
28
          pthread create(&tid4,NULL,thread2,NULL);
29
31
          pthread join(tid4,NULL);
          pthread join(tid2,NULL);
32
33
          return 0;
35
36
```

OUTPUT WITH 2 THREADS

```
shaheryar@ubuntu:~/LAB TASKS$ gcc -lpthread q1_A4.c -o q1_A4
shaheryar@ubuntu:~/LAB TASKS$ ./q1_A4
Hello
World
shaheryar@ubuntu:~/LAB TASKS$
```

OUTPUT WITH 4 THREADS

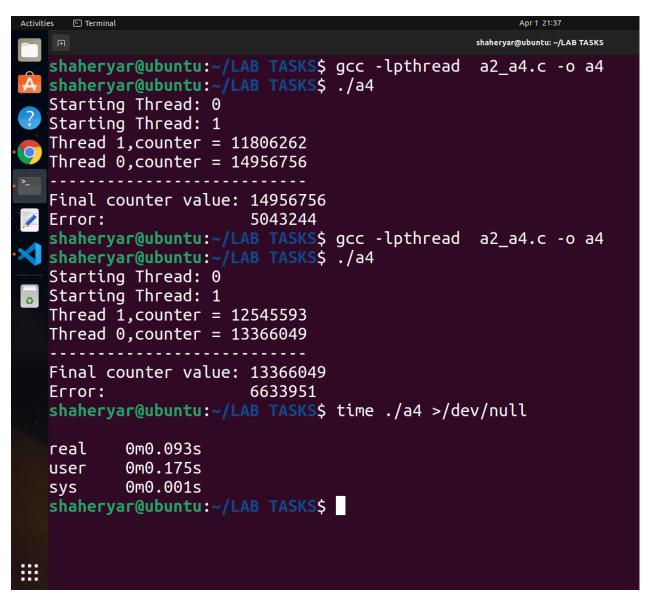
```
shaheryar@ubuntu:~/LAB TASKS$ gcc -lpthread q1_A4.c -o q1_A4
shaheryar@ubuntu:~/LAB TASKS$ ./q1_A4
Hello
World
shaheryar@ubuntu:~/LAB TASKS$
```

OUTPUT EXPLANATION

The main thread waits till the newly created thread exits. Therefore, the final line of the output is printed only after the new thread exits.

The thread scan terminate independently of each other by not using the pthread_join function.

```
C a2_a4.c X C test.c
C a2_a4.c > 😭 main()
 1 #include <unistd.h>
     #include <sys/types.h>
     #include <stdlib.h>
     #include <pthread.h>
     #include <string.h>
     #include <stdio.h>
     #define NUM RUNS 10000000
     void handler (void *ptr);
     int counter;
     int main(){
         int i[2];
         pthread_t thread_a;
         pthread t thread b;
         i[0] = 0;
         i[1] = 1;
22
         pthread_create ( &thread_a, NULL, (void *) &handler, (void *) &i[0]);
         pthread create ( &thread b, NULL, (void *) &handler, (void *) &i[1]);
         pthread join( thread a, NULL);
         pthread join( thread b, NULL);
         printf("Final counter value: %d\n", counter);
                                      %d\n", (NUM RUNS*2-counter));
         printf("Error:
         exit(0);
     void handler(void *ptr){
         int iter=0;
         int thread_num;
         thread num=*((int*)ptr);
         printf("Starting Thread: %d \n",thread num);
         while(iter<NUM RUNS){</pre>
             counter++;
             iter +=1;
         printf("Thread %d,counter = %d \n",thread num,counter);
         pthread exit(0);
```



Q.1 What should be the value of the counter variable at the end?

Ans 14956756

Q.2 What is the value you get?

Thread 0 Counter = 14956756

Thread 1 Counter = 11806262

Q.3 How large is the error and how much does it vary on different runs?

Ans: Error Value = 5043244. Variance = 1,590,707

Q.4 How much user time (roughly) does the program take to run on your system?

Ans: 0.175s