THREAD RELATED CONCEPTS

```c
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <unistd.h>
void* threadFunc(void* arg) {
    int id = *((int*)arg);
    printf("Thread %d started. (Thread ID: %lu)\n", id, pthread_self());
    if (id == 1) {
        printf("Thread %d exiting early using pthread_exit().\n", id);
        pthread_exit(NULL);
    }
    sleep(2);
    printf("Thread %d finished execution.\n", id);
    return NULL;
}
int main() {
    pthread_t t1, t2;
    int id1 = 1, id2 = 2;
    pthread_create(&t1, NULL, threadFunc, &id1);
    pthread_create(&t2, NULL, threadFunc, &id2);
    pthread_join(t1, NULL);
    pthread_join(t2, NULL);
    if (pthread_equal(t1, t2))
        printf("Thread 1 and Thread 2 are the same.\n");
    else
        printf("Thread 1 and Thread 2 are different.\n");
    printf("Main thread exiting.\n");
```

```
    return 0;

}
```