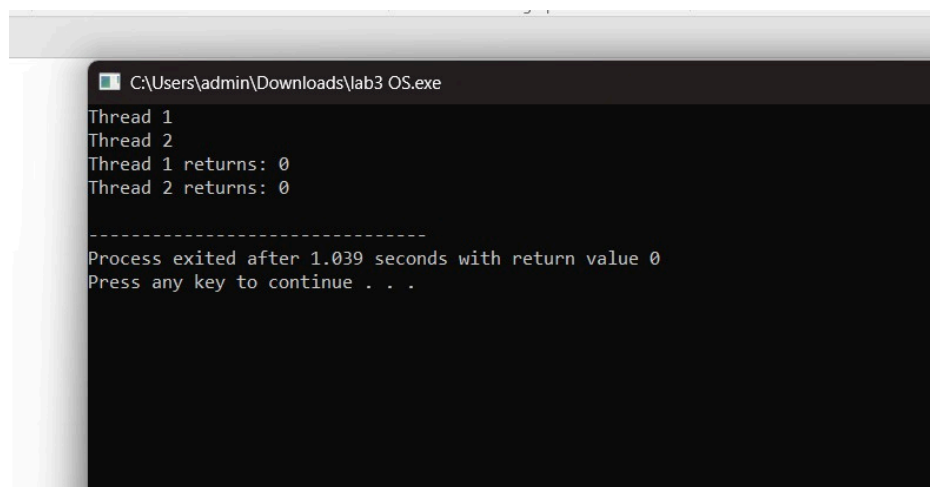


Lab 03: (Threads)

```
#include <stdio.h>   #include <stdlib.h>   #include <pthread.h>   void
*print_message_function( void *ptr ); main() { pthread_t thread1, thread2; char
*message1 = "Thread 1"; char *message2 = "Thread 2"; int iret1, iret2; /* Create
independent threads each of which will execute function */

iret1 = pthread_create( &thread1, NULL, print_message_function, (void*) message1);
iret2 = pthread_create( &thread2, NULL, print_message_function, (void*) message2);
/* Wait till threads are complete before main continues. Unless we */
/* wait we run the risk of executing an exit which will terminate */
/* the process and all threads before the threads have completed. */

pthread_join( thread1, NULL);
pthread_join( thread2, NULL);
printf("Thread 1 returns: %d\n",iret1);
printf("Thread 2 returns: %d\n",iret2); exit(0);
}
void *print_message_function( void *ptr )
{
char *message; message
= (char *) ptr; printf("%s\n", message);
}
//Compile: gcc -pthread -o a mt.c:
//Run:./a.out
```



```
C:\Users\admin\Downloads\lab3 OS.exe
Thread 1
Thread 2
Thread 1 returns: 0
Thread 2 returns: 0

-----
Process exited after 1.039 seconds with return value 0
Press any key to continue . . .
```