```c
static int glob = 0;
static pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;

static void *threadFunc(void *arg)
{
  int j;

  for (j = 0; j < *((int *) arg); j++) {
    if ( pthread_mutex_lock(&mtx) != 0 ){}
    glob++;
    if ( pthread_mutex_unlock(&mtx) != 0){}
  }

  return NULL;
}

int main(int argc, char *argv[])
{
  pthread_t t1, t2;
  int loops;

  loops = (argc > 1) ? atoi(argv[1]) : 10000000;

  if( pthread_create(&t1, NULL, threadFunc, &loops) != 0 ){}

  if( pthread_create(&t2, NULL, threadFunc, &loops) != 0 ){}

  if( pthread_join(t1, NULL) != 0 ){}

  if( pthread_join(t2, NULL) != 0 ){}

  printf("glob = %d\n", glob);
  exit(EXIT_SUCCESS);
}
```