Question

Assume several threads are created using the many-to-one threading model. Discuss whether they can execute concurrently, in parallel or both.

Question

What is the pthread_join function used for? Write a small sample code to support your discussion.

Question

Explain why concurrent and parallel execution can be achieved by a program by means of both multiple processes and multiple threads.

Question

```
(4 p) Is the sentence printed by this code true or false? Discuss why.
int main() {
   pid_t pid1, pid2, pid3;
   pid1 = getpid();
   pid2 = fork();
   pid3 = getpid();
   if (pid3==pid1) {
      printf("I am the child process");
   }
}
```

Question

(c) (4 p) What is printed by the following program? Explain why, assuming the fork is successful.

```
pid = fork();
                                                 16
   int a[5] = {0,1,2,3,4};
                                                 17
                                                      if (pid == 0) {
   for (int i=0;i<5;i++)</pre>
                                                 18
4 int main()
                                                 19
   {
                                                             a[i]*=2;
                                                      }
else {
                                                 21
      int b[5] = \{5,6,7,8,9\};
                                                 22
                                                           wait(NULL);
                                                 23
                                                          for (int i=0;i<5;i++)
  printf('%d ',a[i]);</pre>
      pid_t pid;
      for (int i=0;i<5;i++)</pre>
                                                          for (int i=0;i<5;i++)</pre>
11.
                                                              printf('%d',b[i]);
12
         a[i]*=2;
13
      for (int i=0;i<5;i++)</pre>
                                                 28
        b[i]*=2;
14
                                                30 return 0;
31 }
```