CENG328 OPERATING SYSTEM LAB WORK5

Threads and pipes

You should complile with -lpthread, such as
gcc -o thread thread.c -lpthread
thread.c Inverstigate the code and give command "**thread mesaj".** Try without any mesaj, just as "**thread",** What "**NULL"** corresponds for.
thread1.c Execute several times, and check the change in thread_id, if there is not, why?
thread2.c Study the code and describe the functionality.
thread3.c Study the code and describe the functionality.
thread4.c Study the code and describe the functionality. Try to write the without **struct**
pipe.c Describe how **pipe()** system call works.
pipe1.c read_pipe.c Compile both programs and execute as "**pipe1 10"**, execute several times by changing the seed each time
signal.c Study the code and describe the functionality.
signal1.c Study the code and describe the functionality. Break with Ctrl+Z, you will get
[1]+ Stopped signal1
then kill the stopped process with "**kill %1".**

Invesigate the following program1 and program2 for creating 4 threads (These codes should be compiled in SUN Lab). Each thread will increment the value of a global variable by one for 1000 times. Study the followings;

- After each iteration the thread sleeps for a short while.
- Compare the programs.
- Test your programs several times.
- Do you always get a correct result?