EE 200 Lecture 17:
Multithreading and callbacks

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Why talk about multithreading?

What good is multithreading?

List as many reasons as you can why you might want code with multiple threads.

The C way: pthreads

thread struct

optional parameters

```
int pthread_create(pthread_t *thread, const pthread_attr_t *attr,
                    void *(*start_routine) (void *), void *arg);
```

function pointer

argument to function

start_routine (arg)

Let's build our own version of SDL addTimer()

add Timer (3, function to call, args)

time
delay

Main thread

add Timer () ————————————> pthread _ create ()

New thread

thread Helper() ->target Func ()

When should you use threads?

Classwork 13 is in your Github repo

Assignments 12 + 13 are on Gradescope