

# Threading Library

## Basics

- What is multithreading?
- Why multithreading?

## Overview of C+ thread library

Let us start with an easy example:

```
#include <iostream>
#include <thread>
void helloFunction() {
    std::this_thread::sleep_for(std::chrono::milliseconds(rand() % 1000));
    std::cout << "Hello from a thread!\n";
}
int main() {
    std::thread t1(helloFunction);
    std::thread t2(helloFunction);

    std::cout << "We have launched two threads to operate in parallel!" << std::endl;
    t1.join(); // Wait for the thread to finish
    t2.join();

    return 0;
}
```

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