```c
/* File: thread.c                          */
/* This program demonstrates how to create a thread from a process.
The process (or the main thread) first creates a thread (my_thread)
which is put into a ready queue upon creation. The main thread then
prints a message and sleeps (gives up the CPU) for 20 seconds. The
new thread, in the meantime, goes into a loop for 5 iterations before
it dies.*/

#include <stdio.h>
#include <string.h>
#include <unistd.h>
#include <pthread.h>
#include <stdlib.h>

// Child Thread code
void *my_thread (void *not_used)
{
    int x;

    for (x = 0; x < 5; x++)
    {
        printf ("I am a thread at %d\n", x);
        flushall();
        sleep (1);
    }
    return (NULL);
}


int main(void)
{
    pthread_attr_t attr;

    pthread_attr_init( <MISSING CODE> );
    pthread_attr_setinheritsched( &attr,
PTHREAD_EXPLICIT_SCHED  );
    pthread_create(NULL,&attr,<MISSING CODE>,NULL);
    printf("Thread running, I am sleeping\n");
    flushall();
    sleep (20); // 15 s more after printing stops
    return (EXIT_SUCCESS);
}
```