```cpp
#include <thread>
#include <iostream>

using namespace std;

const int NUM_THREADS = 5;

void PrintHello(long threadid);

void PrintHello(long threadid) {
    cout << "It's me big daddy thread " << threadid << endl;
}

int main (void) {
    cout.sync_with_stdio(true); //make sure cout is thread safe
    thread threads[NUM_THREADS];
    long t;
    for (t = 0; t < NUM_THREADS; t++) {
        cout << "Creating child " << t << endl;
        threads[t] = thread(PrintHello,t);
    }
    for(t = 0; t < NUM_THREADS; t++) {
        threads[t].join();
    }
}
```

/*
pukeko:pthreads jsr$ g++ -std=c++11 -o 3pthread 3pthread.cpp
pukeko:pthreads jsr$ ./3pthread
Creating child 0
Creating child 1
Creating child 2
It's me big daddy thread It's me0C I
rbtei'agst idmnaegd dbcyih git lhddra ed3ad
dy 1t
hClrrtee'sadt im2ne
g bcihgi ldda d4d
y thread 3
It's me big daddy thread 4
pukeko:pthreads jsr$
*/