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#include "mthread_internal.h"

/* Functions for handling thread-specific data. */

/* Create a key value identifying a location in the thread-specific
   data area. Each thread maintains a distinct thread-specific data
   area. DESTR_FUNCTION, if non-NULL, is called with the value
   associated to that key when the key is destroyed.
   DESTR_FUNCTION is not called if the value associated is NULL when
   the key is destroyed. */
int
mthread_key_create (mthread_key_t * __key, void (*__destr_function) (void *))
{
    not_implemented ();
    return 0;
}

/* Destroy KEY. */
int
mthread_key_delete (mthread_key_t __key)
{
    not_implemented ();
    return 0;
}

/* Store POINTER in the thread-specific data slot identified by KEY. */
int
mthread_setspecific (mthread_key_t __key, const void *__pointer)
{
    not_implemented ();
    return 0;
}

/* Return current value of the thread-specific data slot identified by KEY. */
void *
mthread_getspecific (mthread_key_t __key)
{
    not_implemented ();
    return NULL;
}
```