

An Intro to Programming with C# Threads

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Outline

- Introduction
 - The Basics
 - Why use Concurrency
 - The Design of a Thread Facility
- Using Locks: Accessing Shared Data
- Using Wait and Pulse: Scheduling Shared Resources
- Using Threads: Working in Parallel
- Using Interrupt: Diverting the Flow of Control

Threads: The Basics

- What is a thread?
 - Threads allow you to write programs with simultaneous points of execution, synchronizing through shared memory.
- Threads are lightweight
 - Because thread creation, existence, destruction, and synchronization primitives are cheap, programmers will use them for all their concurrency needs.