**Thread:**

A Thread is a lightweight process. A process has at least one thread which is commonly called as **Main/UI Thread** which actually executes the application code. A single process can have multiple threads.

All the threading related classes are available in **System.Threading** namespace.

**Advantages:**

* To maintain a responsive user interface.
* To make efficient use of processor time while waiting for I/O operations to complete.
* To split large, CPU bound tasks to be processed simultaneously on a machine that has multiple processors/cores.

**Disadvantages:**

* On a single processor/core machine, threading can affect performance negatively as there is overhead involved with context-switching.
* Have to write more lines of code to accomplish the same task.
* Multi-threaded applications are difficult to write, understand, debug & maintain.

Use Multithreading only when the advantages of doing so outweigh the disadvantages.



