//线程就是程序中的一条执行路径

//Process.Start("shutdown","-s -t 30");

Process.Start("shutdown", "-s -t 300");

//path 环境变量

Thread t1 = new Thread(M);

t1.Name = "t1";

t1.Start();

for (int i = 0; i < 100; i++)

{

if (i==30)

{

t1.Join();//将t1 合并到主线程里面

}

Console.WriteLine(i);

}

}

public static void M()

{

for (int i = 0; i < 100; i++)

{

Console.WriteLine(Thread.CurrentThread.Name+"--"+i);

}

}