using System;

using System.Diagnostics;

using System.Threading;

namespace Practica3U4

{

class Program

{

static void Main(string[] args)

{

ThreadStart nuevohilo1 = new ThreadStart(hilo1);

Thread h1 = new Thread(new ThreadStart(nuevohilo1));

ThreadStart nuevohilo2 = new ThreadStart(hilo2);

Thread h2 = new Thread(nuevohilo2);

h1.Name = "Hilo 1";

h2.Name = "Hilo 2";

h1.Start();

h1.Join();

h2.Start();

h2.Join();

Console.ReadKey();

}

public static void hilo1()

{

string format = @"ss\.fffffff";

Stopwatch timeMeasure = new Stopwatch();

timeMeasure.Start();

Thread thr = Thread.CurrentThread;

Console.WriteLine("El nombre del hilo es: " + thr.Name);

Console.WriteLine("HILO #1");

for (int i = 0; i <= 10; i = i + 2)

{

TimeSpan time = timeMeasure.Elapsed;

Console.WriteLine("HILO 1 EJECUTANDOSE " +i+ " Mostrandose en el milisegundo: "+time.ToString(format));

}

timeMeasure.Stop();

Console.WriteLine($"Tiempo en ejecutarse Hilo 1: {timeMeasure.Elapsed.TotalMilliseconds} ms");

}

public static void hilo2()

{

string format = @"ss\.fffffff";

Stopwatch timeMeasure = new Stopwatch();

timeMeasure.Start();

Thread thr = Thread.CurrentThread;

Console.WriteLine("El nombre del hilo es: " + thr.Name);

Console.WriteLine("HILO #2");

for (int i = 0; i <= 50; i = i + 5)

{

TimeSpan time = timeMeasure.Elapsed;

Console.WriteLine("HILO 2 EJECUTANDOSE " + i + " Mostrandose en el milisegundo: " + time.ToString(format));

}

timeMeasure.Stop();

Console.WriteLine($"Tiempo en ejecutarse Hilo 2: {timeMeasure.Elapsed.TotalMilliseconds} ms");

}

}

}