using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading;

using System.Threading.Tasks;

namespace SignalMechanism

{

public class Program

{

private static AutoResetEvent \_workerEvent = new AutoResetEvent(false);

static void Main(string[] args)

{

Thread thread = new Thread(()=>Proc(10));

thread.Start();

Console.WriteLine("Waiting for Proc function");

\_workerEvent.WaitOne();

Console.WriteLine("Starting some process");

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

{

Console.WriteLine(i);

Thread.Sleep(1000);

}

\_workerEvent.Set();

Console.WriteLine("Worker is doing some job , Let's wait !");

\_workerEvent.WaitOne();

Console.WriteLine("Completed");

}

private static void Proc(int v)

{

Console.WriteLine("Starting Some Function");

Thread.Sleep(1000);

Console.WriteLine("Okay");

\_workerEvent.Set();

Console.WriteLine("Main Thread is working .I am waiting for it");

\_workerEvent.WaitOne();

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

{

Console.WriteLine($"Proc : {i}");

Thread.Sleep(1000);

}

}

}

}