public class OneThread

{

public int[,] LengthThread { get; set; }

public int Number { get; set; }

}

class Program

{

static void Main(string[] args)

{

int[,] mas = new int[5, 150];

Random rnd = new Random();

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

{

for (int j = 0; j < 150; j++)

{

mas[i, j] = rnd.Next(0, 2);

}

}

Thread thread1 = new Thread(new ParameterizedThreadStart(DoWork));

Thread thread2 = new Thread(new ParameterizedThreadStart(DoWork));

Thread thread3 = new Thread(new ParameterizedThreadStart(DoWork));

Thread thread4 = new Thread(new ParameterizedThreadStart(DoWork));

Thread thread5 = new Thread(new ParameterizedThreadStart(DoWork));

var oneThread1 = new OneThread

{

LengthThread = mas,

Number = 0

};

thread1.Start(oneThread1);

var oneThread2 = new OneThread

{

LengthThread = mas,

Number = 1

};

thread2.Start(oneThread2);

var oneThread3 = new OneThread

{

LengthThread = mas,

Number = 2

};

thread3.Start(oneThread3);

var oneThread4 = new OneThread

{

LengthThread = mas,

Number = 3

};

thread4.Start(oneThread4);

var oneThread5 = new OneThread

{

LengthThread = mas,

Number = 4

};

thread5.Start(oneThread5);

Console.ReadKey();

}

public static void DoWork(object oneThread)

{

OneThread test = (OneThread)oneThread;

for (int i = 0; i < test.LengthThread.GetLength(1); i++)

{

if (test.LengthThread[test.Number, i] == 1) Thread.Sleep(100);

}

Console.WriteLine(test.Number+1);

}

}