

```
1      class ThreadID
2      {
3          [ThreadStatic] static int myID;
4          static int counter;
5          public static int get()
6          {
7              if (myID == 0)
8              {
9                  myID = Interlocked.Increment(ref counter);
10             }
11             return myID - 1;
12         }
13     }
```

FIGURE A.12 The ThreadID class provides each thread a unique identifier implemented using [ThreadStatic].