

```
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].