using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading;

using System.Threading.Tasks;

namespace Thread\_Gardeners

{

class Program

{

const int n = 4;

//const int m = 2;

static int[,] path = new int[n, n]; //{1, 2, 0, 20, 5, 0, 1, 2, 6, 10, 1, 2, 0, 20, 5, 0, 1, 2, 6, 1};

static void Main(string[] args)

{

ThreadStart threadStart = new ThreadStart(Gardner1);

Thread thread = new Thread(threadStart);

thread.Start();

Gardner2();

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

{

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

{

Console.Write($"{path[i,j]} ");

}

Console.WriteLine();

}

Console.ReadKey();

}

static void Gardner1()

{

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

{

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

{

if (path[i,j] >= 0) //array[n,m] >= 0)

{

int delay = path[i, j];

path[i, j] = -1;

Thread.Sleep(delay);

}

}

}

}

static void Gardner2()

{

for (int i = n - 1; i >= 0; i--)

{

for (int j = n - 1; j >= 0; j--)

{

if (path[i, j] >= 0)

{

int delay = path[i, j];

path[i, j] = -2;

Thread.Sleep(delay);

}

}

}

}

}

}