// lab1-template.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

#include <Windows.h>

using namespace std;

long \*arr;

struct LoopSettings

{

long start;

long limit;

long sum;

};

DWORD WINAPI ThreadProc(LPVOID lpParameter)

{

LoopSettings \*settings = (LoopSettings\*)lpParameter;

settings->sum = 0;

for(long i = settings->start; i < settings->limit; i++)

{

settings->sum += arr[i];

}

return 0;

}

int \_tmain(int argc, \_TCHAR\* argv[])

{

long size = 10;

arr = new long[size];

for(long i=0; i<size; i++)

{

arr[i] = i;

}

LoopSettings loop1;

loop1.start = 0;

loop1.limit = size/2;

LoopSettings loop2;

loop2.start = size/2;

loop2.limit = size;

HANDLE hThreads[2];

hThreads[0] = CreateThread(NULL, NULL, ThreadProc, &loop1, 0, 0);

hThreads[1] = CreateThread(NULL, NULL, ThreadProc, &loop2, 0, 0);

WaitForMultipleObjects(2, hThreads, TRUE, INFINITE);

cout << "sum is " << loop1.sum + loop2.sum;

delete[] arr;

printf("\nPress any key");

getchar();

return 0;

}