1. **Write a simple program that creates multiple Threads and executes functions in multi-threaded fashion.**
2. **Write a program using Foreground Thread and Background Thread.**
3. **Write a Divide function in a class which generates 2 random numbers in a loop that executes 1L times and divide the 1st number by 2nd number. From Main method, invoke the Divide () method twice, by Main Thread and by creating another Thread. When you execute this program, there will be an exception ‘Divide by zero’. Now remove this exception using lock Synchronization mechanism.**
4. **Write simple programs using all Synchronization mechanisms. Refer to slide for example.**
5. Implement 1st program above using ThreadPool class instead of Thread class. Use ThreadPool.QueueUserWorkItem () to queue a method for execution.
6. Implement 1st program using TPL.