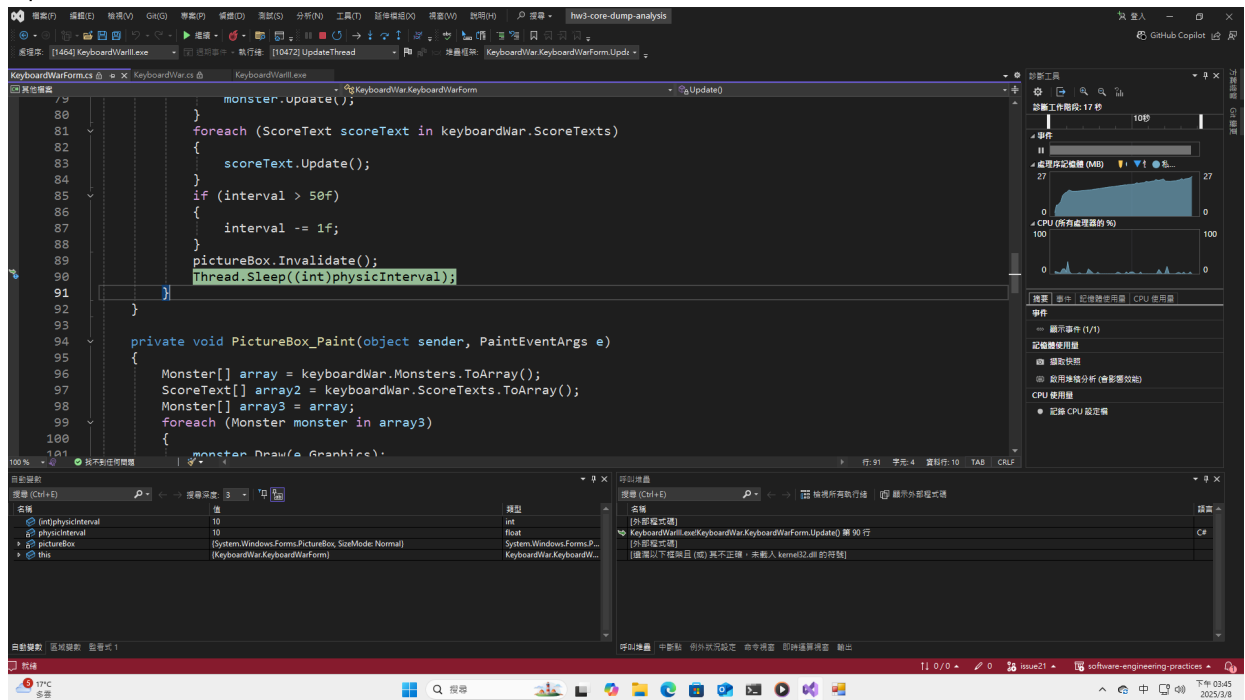


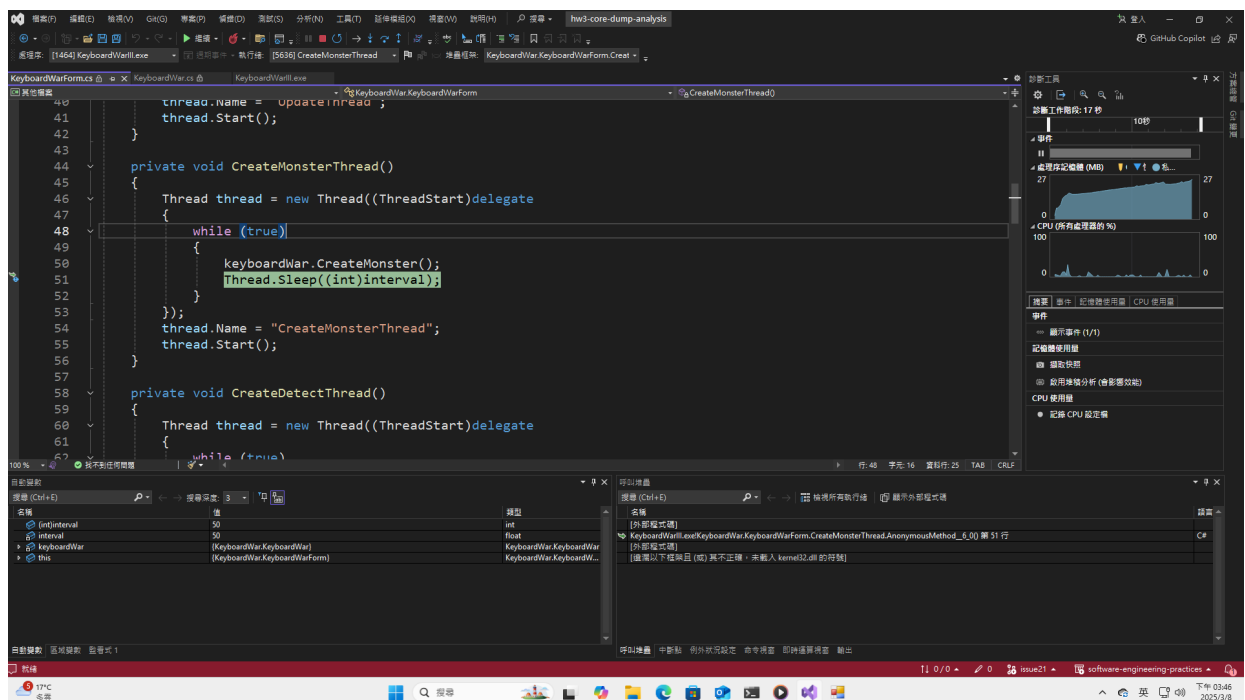
# HW3 Release bugs (core dump analysis)

Successfully produce the screenshots as described

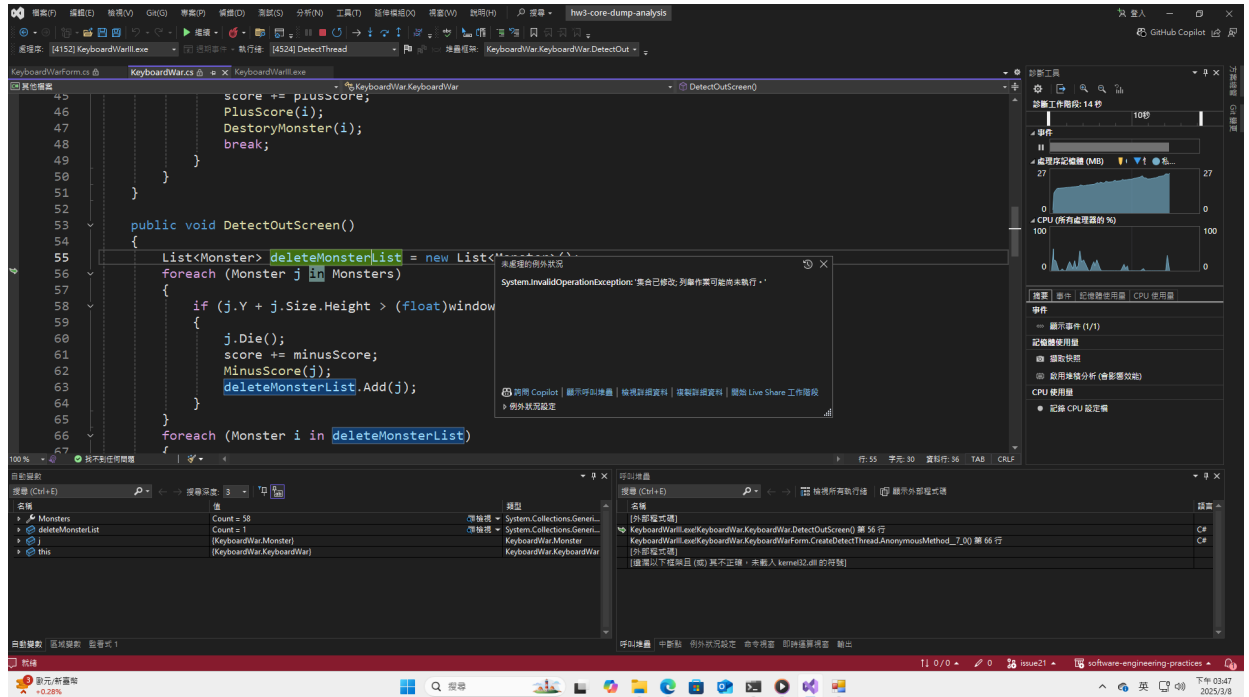
- UpdateThread



- CreateMonsterThread



- DetectThread



explain the possible causes of the bug at your best by examining the information from your dump analysis.

- 主要的問題點在於，**DetectOutScreen** 中的 **Monsters** 在 **foreach** 時不允許被其他 thread 修改 **Monsters** 這個 object.



- 其中是因為 `CreateMonsterThread` 會對 `Monsters` 新增一個 `monster`

```
private void CreateMonsterThread()
{
    Thread thread = new Thread((ThreadStart)delegate
    {
        while (true)
        {
            keyboardWar.CreateMonster();
            Thread.Sleep((int)interval);
        }
    });
    thread.Name = "CreateMonsterThread";
    thread.Start();
}
```

- 故此, 只要剛好在 `DetectOutScreen` 做 `foreach` 時, `CreateMonsterThread` 剛好去 `CreateMonster` 就會發生問題。