**Part 91 - Retrieving data from Thread function using callback method**

In this video we will discuss, retrieving data **from Thread function using callback method**. This is continuation to [Part 90](http://csharp-video-tutorials.blogspot.com/2014/03/part-90-passing-data-to-thread-function_11.html). Please watch [Part 90](http://csharp-video-tutorials.blogspot.com/2014/03/part-90-passing-data-to-thread-function_11.html) before proceeding. We will be working with the same example we worked with in [Part 90](http://csharp-video-tutorials.blogspot.com/2014/03/part-90-passing-data-to-thread-function_11.html).

usingSystem**;**

usingSystem.Threading**;**

namespaceThreadStartDelegateExample

**{**

// Step 1: Create a callback delegate. The actual callback method

// signature should match with the signature of this delegate.

publicdelegatevoidSumOfNumbersCallback**(**intsumOfNumbers**);**

// Step 2: Create Number class to compute the sum of numbers and

// to call the callback method

classNumber

**{**

// The traget number this class needs to compute the sum of numbers

int\_target**;**

// Delegate to call when the the Thread function completes   
// computing the sum of numbers

SumOfNumbersCallback\_callbackMethod**;**

// Constructor to initialize the target number and the callback delegateinitialize

publicNumber**(**inttarget**,**SumOfNumbersCallbackcallbackMethod**)**

**{**

this.\_target=target**;**

this.\_callbackMethod=callbackMethod**;**

**}**

// This thread function computes the sum of numbers and then invokes

// the callback method passing it the sum of numbers

publicvoidComputeSumOfNumbers**()**

**{**

intsum=0**;**

for**(**inti=1**;**i<=\_target**;**i++**)**

**{**

sum=sum+i**;**

**}**

if**(**\_callbackMethod!=null**)**

**{**

\_callbackMethod**(**sum**);**

**}**

**}**

**}**

// Step 3: This class consumes the Number class created in Step 2

classProgram

**{**

// Callback method that will receive the sum of numbers

publicstaticvoidPrintSumOfNumbers**(**intsum**)**

**{**

Console.WriteLine**(**"Sum of numbers is "+sum**);**

**}**

publicstaticvoidMain**()**

**{**

// Prompt the user for the target number

Console.WriteLine**(**"Please enter the target number"**);**

// Read from the console and store it in target variable

inttarget=Convert.ToInt32**(**Console.ReadLine**());**

// Create an instance of callback delegate and to it's constructor

// pass the name of the callback function (PrintSumOfNumbers)

SumOfNumbersCallbackcallbackMethod=newSumOfNumbersCallback**(**PrintSumOfNumbers**);**

// Create an instance of Number class and to it's constrcutor pass the target

// number and the instance of callback delegate

Numbernumber=newNumber**(**target**,**callbackMethod**);**

// Create an instance of Thread class and specify the Thread function to invoke

ThreadT1=newThread**(**newThreadStart**(**number.ComputeSumOfNumbers**));**

T1.Start**();**

**}**

**}**

**}**