

```
//-----  
#ifndef UnitThreadWorkingH  
#define UnitThreadWorkingH  
//-----  
#include <System.Win.ScktComp.hpp>  
//-----  
#include <chrono>  
#include <thread>  
//-----  
typedef TCustomWinSocket* Item;  
//-----  
void DoWork(Item c, int id, int delay, TObject* o); // главна функция на работната нишка  
//-----  
#endif
```