// ConsoleApplication1.cpp: 定义控制台应用程序的入口点。

//

#include "stdafx.h"

#include<windows.h>

HANDLE mutex;

DWORD WINAPI test\_worker(void \* context)

{

while (1)

{

WaitForSingleObject(mutex, INFINITE);

Sleep(5000);

printf("test\_worker\n");

ReleaseMutex(mutex);

}

}

DWORD WINAPI test\_worker\_normal(void \* context)

{

while (1)

{

WaitForSingleObject(mutex, INFINITE);

Sleep(500);

printf("normal\n");

ReleaseMutex(mutex);

}

}

int main()

{

DWORD thread1, thread2;

HANDLE h1, h2;

mutex = CreateMutex(NULL, false, (LPCTSTR)"mutex");

h1 = CreateThread(NULL,0, test\_worker,NULL,0,&thread1);

h2 = CreateThread(NULL,0, test\_worker\_normal,NULL,0,&thread2);

WaitForSingleObject(h1, INFINITE);

WaitForSingleObject(h2, INFINITE);

CloseHandle(mutex);

return 0;

}