#include <stdio.h>

#include <stdlib.h>

#include <windows.h>

#include <process.h>

#include<tchar.h>

int Number1 = 0;

int Number2 = 0;

UINT \_\_stdcall StaffA(LPVOID);

UINT \_\_stdcall StaffB(LPVOID);

int \_tmain(int argc, char\* argv[])

{

UINT Id;

HANDLE hd[2];

srand(GetTickCount());

hd[0] = (HANDLE)\_beginthreadex(NULL, 0, StaffA, NULL, 0, &Id);

hd[1] = (HANDLE)\_beginthreadex(NULL, 0, StaffB, NULL, 0, &Id);

WaitForMultipleObjects(2, hd, TRUE, INFINITE);

CloseHandle(hd[0]);

CloseHandle(hd[1]);

system("pause");

return 0;

}

UINT \_\_stdcall StaffA(LPVOID)

{

while (Number1 < 100)

{

printf("Begin of A ===============\n");

Number1++;

Number2++;

printf("A add number =============\n");

printf("Number1 (A) = %d \n", Number1);

Sleep(rand() % 2);

printf("Number2 (A) = %d \n", Number2);

printf("End of A =================\n");

Sleep(rand() % 2);

}

return 0;

}

UINT \_\_stdcall StaffB(LPVOID)

{

while (Number1 < 100)

{

printf("Begin of B ===============\n");

Number1++;

Number2++;

printf("B add number =============\n");

printf("Number1 (B) = %d \n", Number1);

Sleep(rand() % 2);

printf("Number2 (B) = %d \n", Number2);

printf("End of B =================\n");

Sleep(rand() % 2);

}

return 0;

}