**Creating and Starting a Thread**

There are a number of ways to create and start a thread.

This section describes the basic mechanism.

Various options are described later

To create a thread, instantiate an object of type **Thread**, which is a class defined in

**System.Threading**.

The simplest **Thread** constructor is shown here:

public Thread(ThreadStart *start*)

Here, *start* specifies the method that will be called to begin execution of the thread. In other

words, it specifies the thread’s entry point. **ThreadStart** is a delegate defined by the .NET

Framework as shown here:

public delegate void ThreadStart( )

Thus, your entry point method must have a **void** return type and take no arguments.

Once created, the new thread will not start running until you call its **Start( )** method,

which is defined by **Thread**.

The **Start( )** method has two forms. The one used here is

public void Start( )

Once started, the thread will run until the entry point method returns.

Thus, when the

thread’s entry point method returns, the thread automatically stops. If you try to call

**Start( )** on a thread that has already been started, a **ThreadStateException** will be thrown.