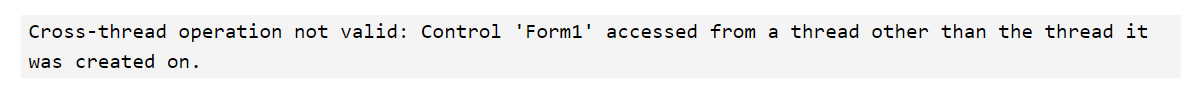
By default, all .NET app (console, winform, WPF,…) are single theads (call STA app). It means that you have one main thread and the app excute each processes one by one.

UI control can only be created in UI thread

UI control can only be accessed in UI thread

When writing anything on text box, an UI thread is started which is responsible for all user inputs, events hander,…

If I want perform multi thread in any .NET app, I will have the problem of cross threaded exceptions

* Use dispatcher to make multi thread in WPF

Invoke method in dispatcher class : In order for the background thread access the UI thread, by using Invoke or BeginInvoke. Invoke is *synchronous* and BeginInvoke is *asynchronous* -> ??

<https://docs.microsoft.com/en-us/dotnet/api/system.windows.threading.dispatcher.invoke?redirectedfrom=MSDN&view=netframework-4.8#System_Windows_Threading_Dispatcher_Invoke_System_Delegate_System_Object___>