Ranaken monga farell

Using system ;

Using system. Threading ;

Using system . Diagnostics ;

Public class testperfcounter

{

Static performancecounter my counter ;

Public static void main () ;

{

If ( ! Performancecountercategory.Exists (‘’ processor ‘’))

{

Console. Writeline(‘’ objet ‘’) ;

Processor does not existe ! ‘’ ) ;

Return ;

}

Public void run () ;

{

For ( int i= 0 ; i < 30 ; i++)

{

Thread .sleep(400) ;

Textboxhelper .addchar(tb, c) ;

}

}

Public void run () ;

{

For ( int i= 0 ; i < 30; i++) ;

{

Thread. Sleep (400) ;

Tb. Text + = c ;

}

}

Drawingrunnable dr = new drawingrunnable ( this . Textboxoutput , c ) ;

Threadstart is = new threadstart dr, run) ;

Drawingthread = new thread (ts) ;

Private void buttonstartthread-click( oobject sender , EventArgs e ) ;

{

Drawingthread . Start() ;

}

Private void Timerl \_ Tick ( object sender , EventArgs e ) ;

{

If ( drawingthread != null) ;

This .Textboxstatus .text = drawingthread . Threadstate to string() ;

}

}