

# Undervisningsplan tråd programmering

Dag	Lære	Emne/UV	Opgaver	Links/eksempler	Lektier
1	MKC	<b>GPU parallel computing simulation</b> <ul style="list-style-type: none"> <li><a href="https://www.youtube.com/watch?v=lsymQqks6Wo">https://www.youtube.com/watch?v=lsymQqks6Wo</a></li> </ul> <b>Introduktion til tråde</b> <ul style="list-style-type: none"> <li>1_TrådeIntroduktion.pptx</li> </ul>	<a href="#">C# programmering basis tråd øvelser.pdf</a> Forfaldet: mandag den 17. april 2023, 22:00		Threading in C# Part 1 side 4 – 17 + video på Moddle
		<b>ThreadPool</b> <ul style="list-style-type: none"> <li><a href="#">2_TrådePool.pptx</a></li> </ul>	<a href="#">C# programmering trådpool øvelser.pdf</a> Forfaldet: mandag den 17. april 2023, 22:00	<a href="https://www.dotnetperls.com/threadpool">https://www.dotnetperls.com/threadpool</a>  <a href="https://www.onlinebuff.com/article_thread-pooling-in-cnet-with-real-time-example-onlinebuff_59.html">https://www.onlinebuff.com/article_thread-pooling-in-cnet-with-real-time-example-onlinebuff_59.html</a>	Threading in C# Part 2 side 19 – 32 + video på Moddle
2	MKC	<b>Tråd synkronisering</b> <ul style="list-style-type: none"> <li><a href="#">3_TrådeSynkroniseringl.pptx</a></li> </ul> <b>Inden opgave løsning</b> The Dining Philosophers-problemet diskuteres, hvor 5 filosofeprocesser konkurrerer om 5 gaffer (ressourcer) for at spise. En ukorrekt løsning, vil fører til deadlock.  <b>Inden opgave løsning</b> Algoritme over producer-consumer problem samt løsning laves på tavle	<a href="#">C# programmering synkronisering øvelser.pdf</a> Forfaldet: tirsdag den 18. april 2023, 22:00  <a href="#">Dining philosophers.pdf</a> Forfaldet: tirsdag den 18. april 2023, 22:00  <a href="#">Producer-Consumer.pdf</a> Forfaldet: tirsdag den 19. april 2023, 22:00	<a href="https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/threading/thread-synchronization">https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/threading/thread-synchronization</a>  <a href="https://msdn.microsoft.com/en-us/library/system.threading.monitor(v=vs.110).aspx">https://msdn.microsoft.com/en-us/library/system.threading.monitor(v=vs.110).aspx</a>  <a href="https://www.codeproject.com/Articles/26130/Threads-and-Thread-Synchronization-in-C">https://www.codeproject.com/Articles/26130/Threads-and-Thread-Synchronization-in-C</a>	do
3	MKC	do	do <a href="#">Flaskeautomaten.pdf</a> Forfaldet: tirsdag den 19. april 2023, 22:00 <a href="#">Bagagesorteringssystem.pdf</a> Forfaldet: tirsdag den 23. april 2023, 22:00	do	do
4	MKC	do	do	do	do
5	MKC	do <b>Asynkron programmering</b> <ul style="list-style-type: none"> <li><a href="#">4_AsynkronProgrammering.pptx</a></li> <li><a href="#">Test</a></li> <li><a href="#">Evaluering</a></li> </ul>	do <a href="#">C# programmering asynkronprogrammering øvelser.docx</a>	do <a href="https://docs.microsoft.com/en-us/dotnet/csharp/async">https://docs.microsoft.com/en-us/dotnet/csharp/async</a>  <a href="https://www.codeproject.com/Tips/591586/Asynchronous-Programming-in-Csharp-using-async">https://www.codeproject.com/Tips/591586/Asynchronous-Programming-in-Csharp-using-async</a>	Frivillig Threading in C# Part 3 og 4 + video på Moddle

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