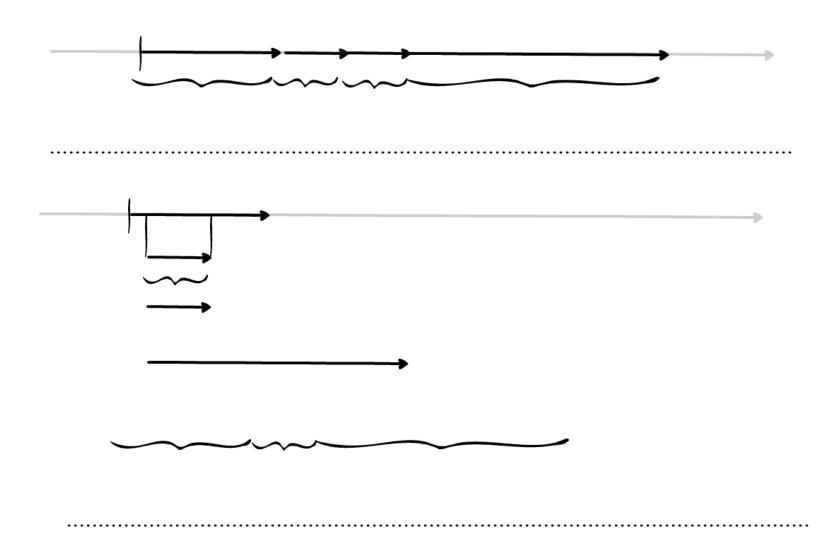
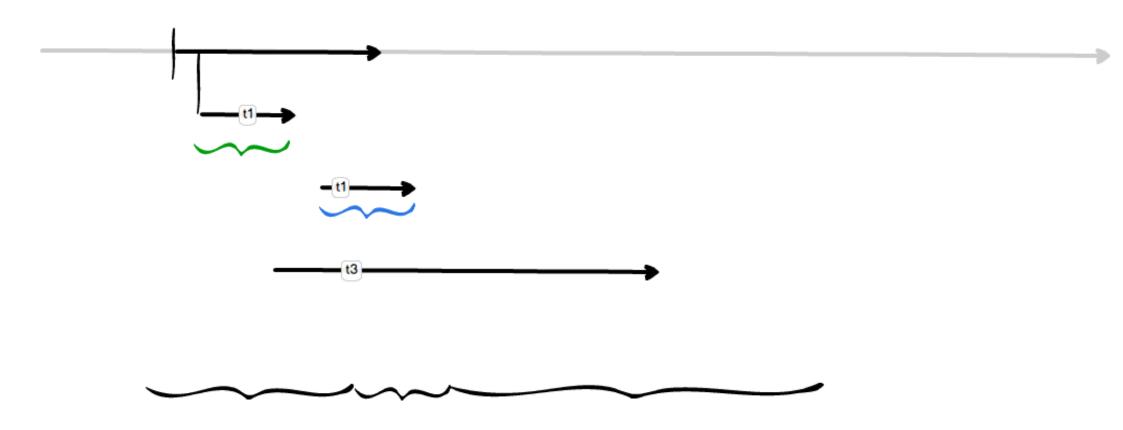
#### ••• Thread

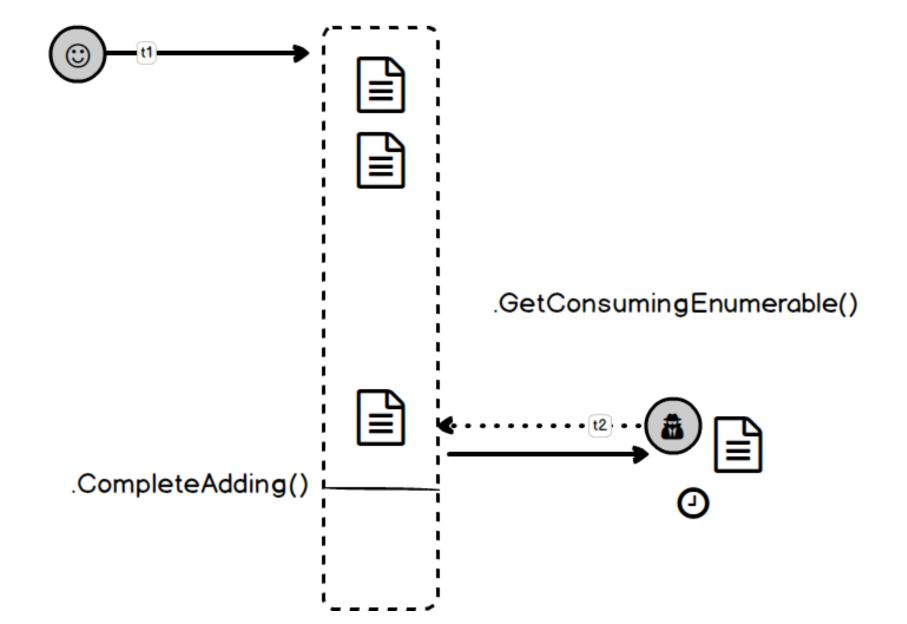


#### ThreadPool

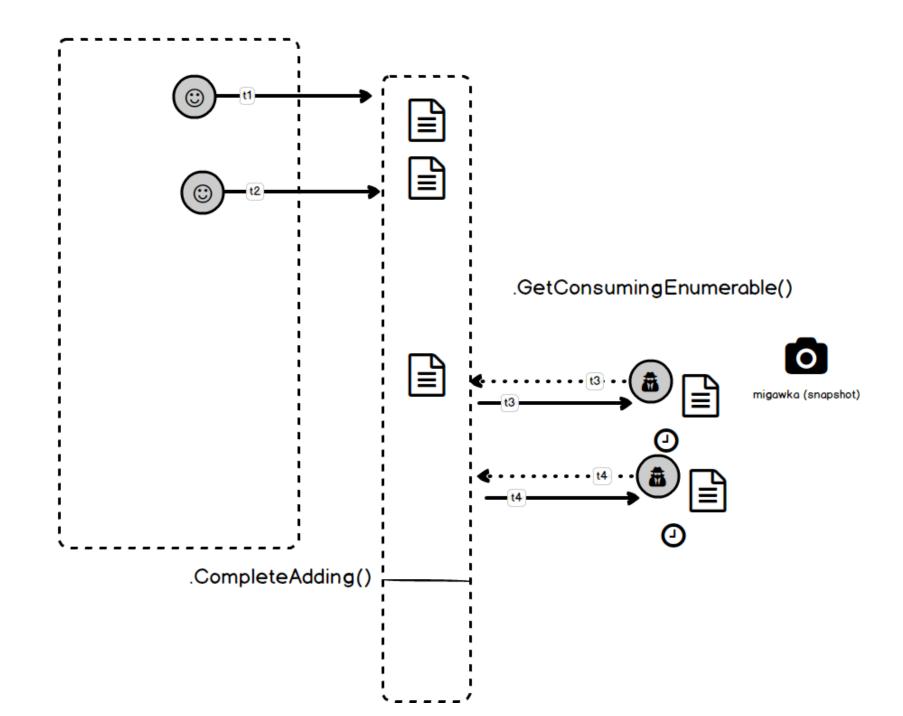




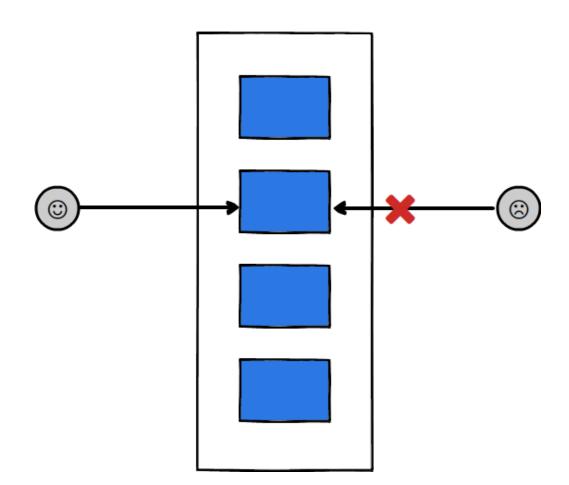
## BlockingCollection



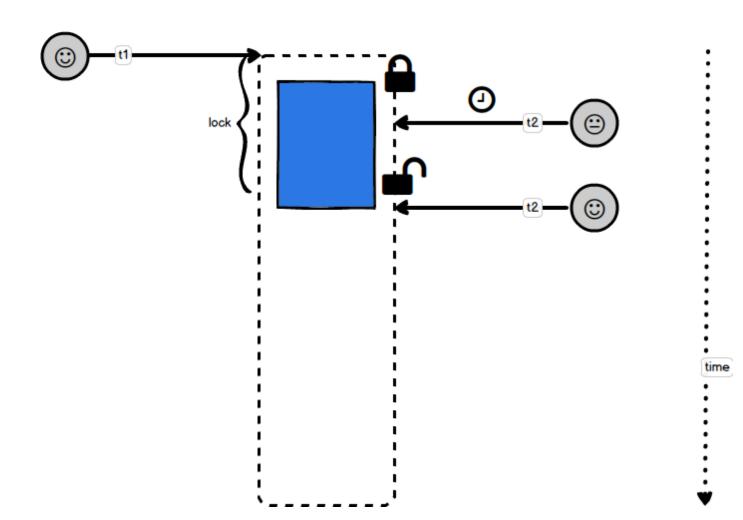
#### BlockingCollection



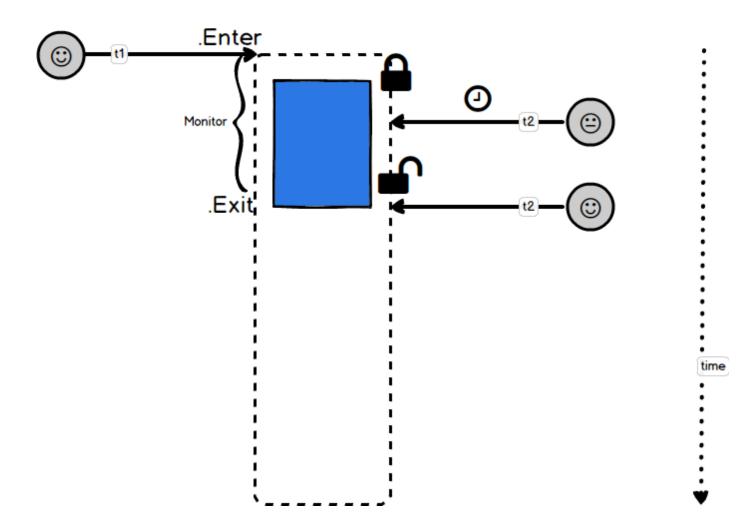
### ConcurrentDictionary



## ■ Lock

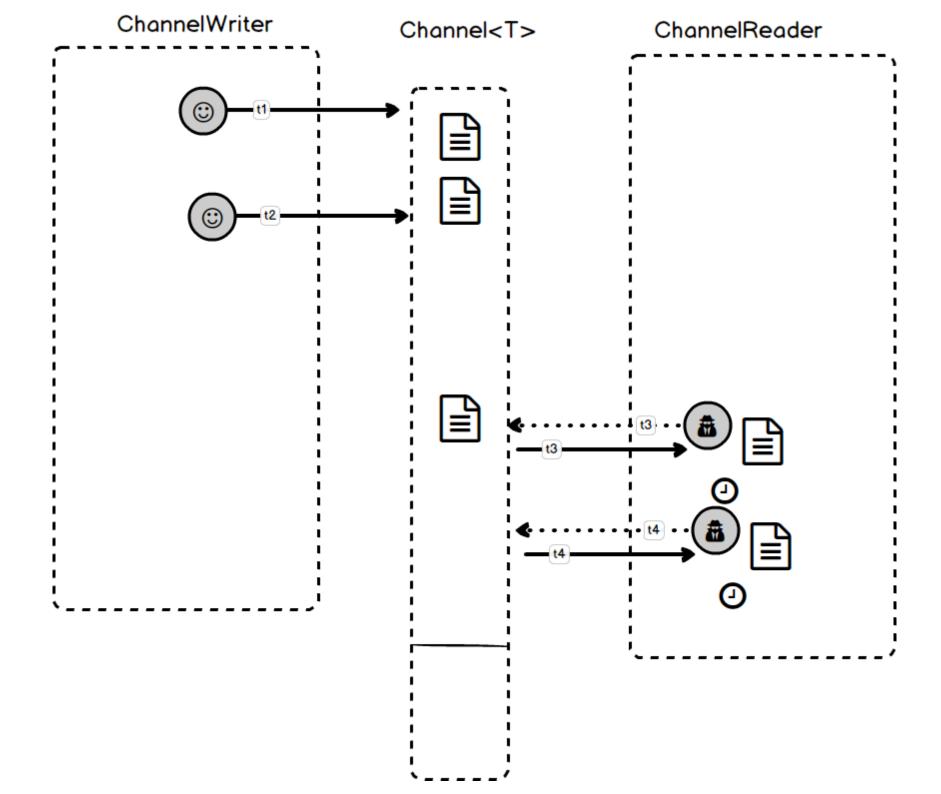


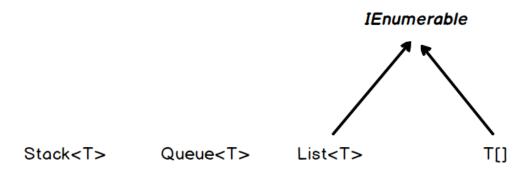
# **Monitor**

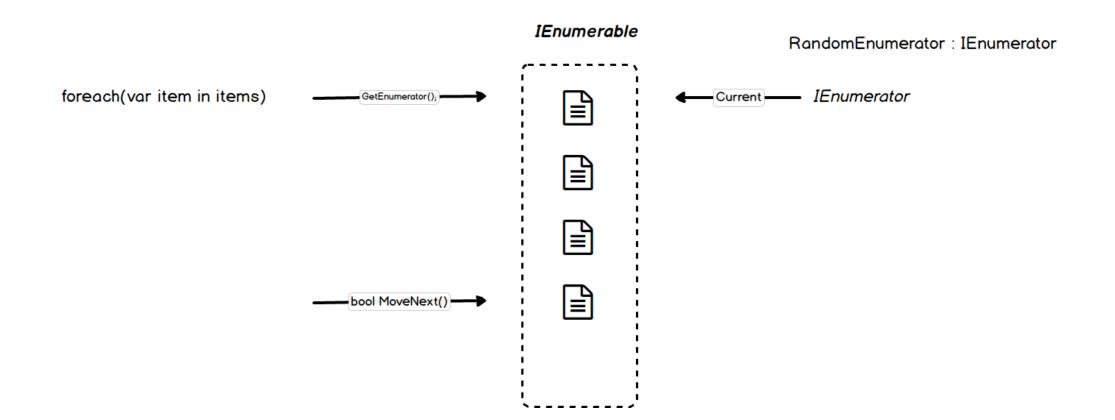


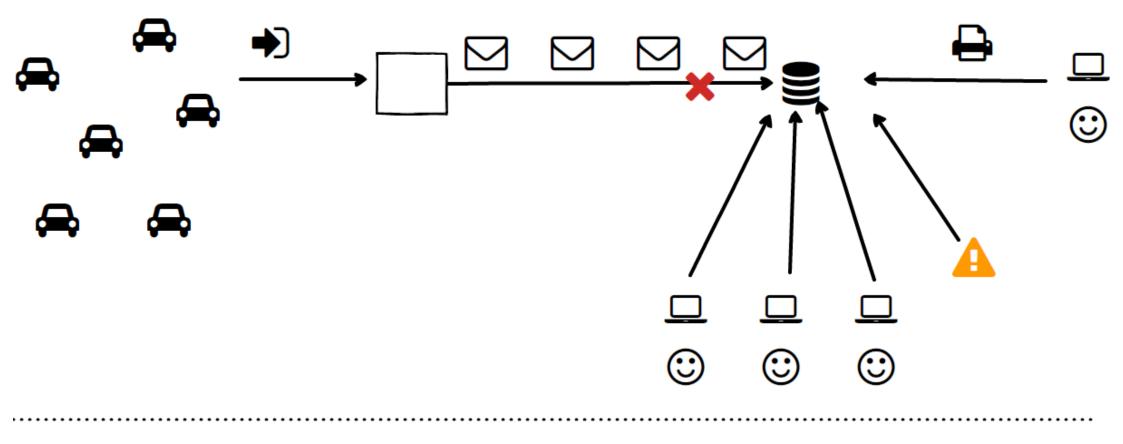












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