**Lesson 7**

**Plan of the lesson**

Develop multithreaded .NET Framework applications. (Refer *System.Threading* namespace)

* [*Thread*](http://microsofteref.books24x7.com/viewer.asp?bkid=14336&destid=2405#2405) class
* *ThreadPool* class
* *ThreadStart* delegate and *ParameterizedThreadStart* delegate
* *Timeout* class, *Timer* class, *TimerCallback* delegate, *WaitCallback* delegate, *WaitHandle* class, and *WaitOrTimerCallback* delegate
* *ThreadExceptionEventArgs* class and *ThreadExceptionEventHandler* class
* *ThreadState* enumeration and *ThreadPriority* enumeration
* *ReaderWriterLock* class
* *AutoResetEvent* class and *ManualResetEvent* class
* *IAsyncResult* Interface (Refer *System* namespace)
* *EventWaitHandle* class, *RegisteredWaitHandle* class, *SendOrPostCallback* delegate, and *IOCompletionCallback* delegate
* *Interlocked* class, *NativeOverlapped* structure, and *Overlapped* class
* *ExecutionContext* class, *HostExecutionContext* class, *HostExecutionContextManager* class, and *ContextCallback* delegate
* *LockCookie* structure, *Monitor* class, *Mutex* class, and *Semaphore* class