The following code demonstrates the use of .NET asynchronous programming using a simple class that factorizes some numbers.

```
C#
using System;
using System.Threading;
using System.Runtime.Remoting;
using System.Runtime.Remoting.Messaging;
// Create an asynchronous delegate.
public delegate bool FactorizingAsyncDelegate (
     int factorizableNum,
     ref int primefactor1,
     ref int primefactor2);
// Create a class that factorizers the number.
public class PrimeFactorizer
 public bool Factorize(
          int factorizableNum,
          ref int primefactor1,
          ref int primefactor2)
 {
   primefactor1 = 1;
   primefactor2 = factorizableNum;
   // Factorize using a low-tech approach.
   for (int i=2;i<factorizableNum;i++)</pre>
   {
     if (0 == (factorizableNum % i))
     {
       primefactor1 = i;
       primefactor2 = factorizableNum / i;
       break;
     }
   }
```

```
if (1 == primefactor 1)
     return false;
   else
     return true ;
 }
}
// Class that receives a callback when the results are available.
public class ProcessFactorizedNumber
{
 private int ulNumber;
 public ProcessFactorizedNumber(int number)
   ulNumber = number;
 }
 // Note that the qualifier is one-way.
 [OneWayAttribute()]
 public void FactorizedResults(IAsyncResult ar)
 {
   int factor1=0, factor2=0;
   // Extract the delegate from the AsyncResult.
   FactorizingAsyncDelegate fd = (FactorizingAsyncDelegate)
((AsyncResult)ar). AsyncDelegate;
   // Obtain the result.
   fd.EndInvoke(ref factor1, ref factor2, ar);
   // Output the results.
   Console.WriteLine("On CallBack: Factors of {0}: {1} {2}",
            _ulNumber, factor1, factor2);
 }
```

```
}
// Class that shows variations of using Asynchronous
public class Simple
{
 // The following demonstrates the Asynchronous Pattern using a callback.
 public void FactorizeNumber1()
 {
   // The following is the client code.
   PrimeFactorizer pf = new PrimeFactorizer();
   FactorizingAsyncDelegate fd = new FactorizingAsyncDelegate (pf.Factorize);
   int factorizableNum = 1000589023, temp=0;
   // Create an instance of the class that is going
   // to be called when the call completes.
   ProcessFactorizedNumber fc = new
ProcessFactorizedNumber(factorizableNum);
   // Define the AsyncCallback delegate.
   AsyncCallback cb = new AsyncCallback(fc.FactorizedResults);
   // You can use any object as the state object.
   Object state = new Object();
   // Asynchronously invoke the Factorize method on pf.
   IAsyncResult ar = fd.BeginInvoke(
                factorizableNum,
                ref temp,
                ref temp,
                cb,
                state);
   //
   // Do some other useful work.
```

```
//...
 }
 // The following demonstrates the Asynchronous Pattern using a BeginInvoke,
followed by waiting with a time-out.
 public void FactorizeNumber2()
 {
   // The following is the client code.
   PrimeFactorizer pf = new PrimeFactorizer();
   FactorizingAsyncDelegate fd = new FactorizingAsyncDelegate (pf.Factorize);
   int factorizableNum = 1000589023, temp=0;
   // Create an instance of the class that is going
   // to be called when the call completes.
   ProcessFactorizedNumber fc = new
ProcessFactorizedNumber(factorizableNum);
   // Define the AsyncCallback delegate.
   AsyncCallback cb =
   new AsyncCallback(fc.FactorizedResults);
   // You can use any object as the state object.
   Object state = new Object();
   // Asynchronously invoke the Factorize method on pf.
   IAsyncResult ar = fd.BeginInvoke(
              factorizableNum,
              ref temp,
              ref temp,
              null,
              null);
   ar.AsyncWaitHandle.WaitOne(10000, false);
```

```
if (ar.IsCompleted)
   int factor1=0, factor2=0;
   // Obtain the result.
   fd.EndInvoke(ref factor1, ref factor2, ar);
   // Output the results.
   Console.WriteLine("Sequential: Factors of {0}: {1} {2}",
            factorizableNum, factor1, factor2);
 }
}
public static void Main(String[] args)
 Simple simple = new Simple();
 simple.FactorizeNumber1();
 simple.FactorizeNumber2();
}
```

}