

Processes and Threads in C#

Understanding Concurrency Fundamentals



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What is a Process?



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Processes

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- Contains at least one thread (main thread)
- More resource-intensive to create and terminate
- Examples: Each instance of Visual Studio, Chrome, or your C# application



Working with Processes in C#

```
using System;
using System.Diagnostics;

// Start a new process
Process notepad = new Process();
notepad.StartInfo.FileName = "notepad.exe";
notepad.Start();

Console.WriteLine($"Started Notepad with PID: {notepad.Id}");

// Get current process info
Process current = Process.GetCurrentProcess();
Console.WriteLine($"Current process: {current.ProcessName}");
```



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- Lightweight compared to processes
- Enable concurrent execution within a single process
- Share resources of their parent process
- All threads in a process are terminated when the process ends



Thread Basics in C#

```
using System;
using System.Threading;

// Create a new thread
Thread worker = new Thread(() => {
    Console.WriteLine($"Worker thread ID: {Thread.CurrentThread.ManagedThreadId}");
    Console.WriteLine("Worker thread is running...");
    Thread.Sleep(1000);
    Console.WriteLine("Worker thread completed.");
});

// Start the thread
worker.Start();

// Main thread continues
Console.WriteLine($"Main thread ID: {Thread.CurrentThread.ManagedThreadId}");
```



Modern Threading with TPL

Task Parallel Library (TPL) - preferred approach in modern C#

```
using System;
using System.Threading.Tasks;

// Create and start a task
Task<int> task = Task.Run(() => {
    Console.WriteLine("Task is running calculation ... ");
    Task.Delay(1000).Wait();
    return 42;
});

// Do other work while task is running
Console.WriteLine("Main thread is doing other work ... ");

// Wait for result
int result = task.Result;
Console.WriteLine($"Task result: {result}");
```



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Async/Await Pattern

The recommended way to handle asynchronous operations

```
using System.Threading.Tasks;

public async Task<string> FetchDataAsync()
{
    Console.WriteLine("Starting download ... ");

    // Simulate network request
    await Task.Delay(2000);

    Console.WriteLine("Download completed");
    return "Downloaded data";
}

// Usage
string data = await FetchDataAsync();
```



Process vs Thread



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 - Easy data sharing
 - Limited isolation



Process vs Thread

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 - Heavy resource footprint
 - Complex inter-process communication
 - Strong isolation
 - Crash doesn't affect other processes
 - Expensive context switching
- Shared memory within process
 - Lightweight
 - Easy data sharing
 - Limited isolation
 - Crash can affect entire process



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 - Heavy resource footprint
 - Complex inter-process communication
 - Strong isolation
 - Crash doesn't affect other processes
 - Expensive context switching
- Shared memory within process
 - Lightweight
 - Easy data sharing
 - Limited isolation
 - Crash can affect entire process
 - Faster context switching



When to Use What?



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Use Processes When:



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- Running separate applications
- Memory protection is critical
- Resource sharing is not important



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Use Threads When:

- Concurrent operations within same app
- Shared memory access required
- Performance and resource efficiency matter
- Implementing parallelism



THE END



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