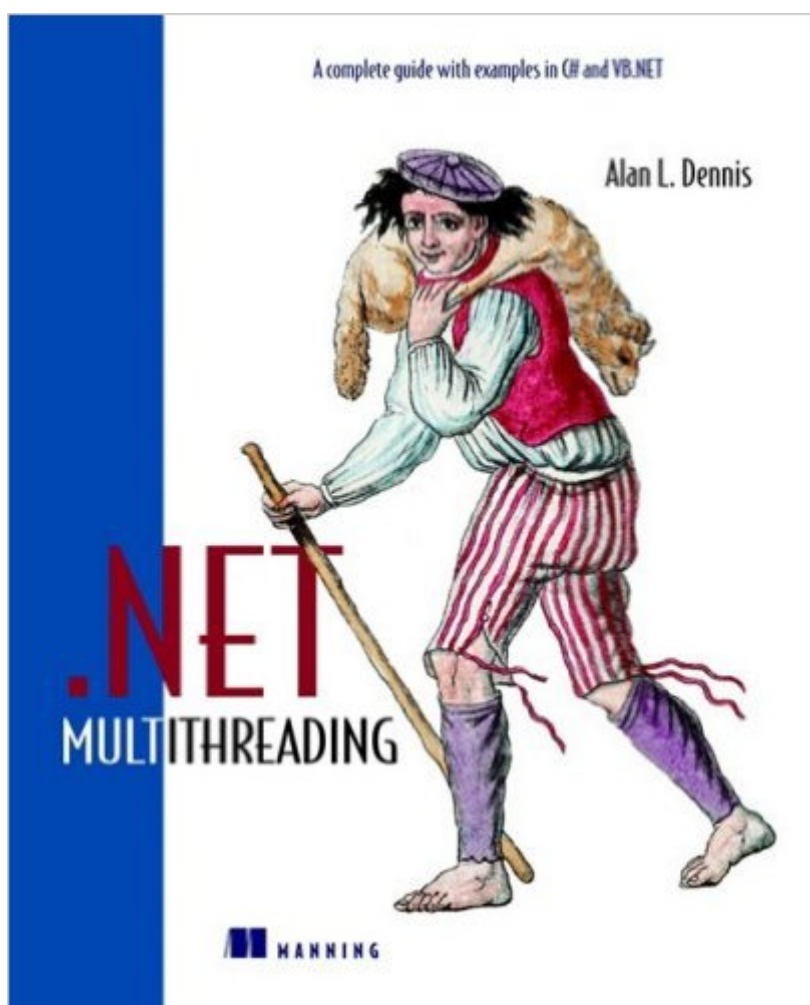


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# .NET Multithreading



## Synopsis

With an understanding of the .NET framework, stable and robust multithreaded applications can be developed with minimal effort. Covering the topics related to multithreaded development, this book not only focuses on how a task is performed but also on the more important question of why these tasks are performed. The strengths and weaknesses of each approach to multithreading are analyzed so that programmers and developers can choose the appropriate approach based on their particular constraints. Complete coverage of multithreading development using the .NET framework in both Visual Basic .NET and C# is provided in addition to detailed analyses of threads, delegates, asynchronous execution, threadpools, and locks.

## Book Information

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## Customer Reviews

This book pulls no punches. It gives you the facts that would take years to decipher from the many of MSDN articles, and tidbits, which often contradict each other. If you are doing ANYTHING with multithreading you need this. For example, the ReaderWriterLock is often worth the extra few lines of code then the C# lock command (shorthand for the Monitor class). And you should try to never use lock(this) or lock(typeof(ClassWithStaticMember)). That is just lazy coding as you lock the entire item from ALL threads. Even when you use Microsoft's attributes under the covers, they lock the entire class! For scalable code, locks and critical sections need to be as small as possible. This book will make sure you understand what is happening and what ALL of your options are. I do not think any expert C# developer can call himself or herself an expert if they do not read this book in detail or

have not gained the knowledge some other way. My only criticism (and it is a small one) is...wait.. It IS in the book and I just missed it! Never mind. I thought they left out this but MANNING and the Author didn't\* Synchronized contexts. You can use the SynchronizationAttribute to enable simple, automatic synchronization for ContextBoundObject objects.\* Synchronized property. A few classes, such as Hashtable and Queue, provide a Synchronized property that returns a thread-safe wrapper for an instance of the class. See Collections and Synchronization (Thread Safety).\* Synchronized code regions. You can use the Monitor class or compiler support for this class to synchronize only the code block that needs it, improving performance.\* Manual synchronization.

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