

Starting and stopping a thread.

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using System;
using System.Drawing;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;
using System.Threading;

public class Form1 : System.Windows.Forms.Form {
    private System.Windows.Forms.Button button1;
    private System.Windows.Forms.Button button2;
    private System.Windows.Forms.Label label1;
    private System.Windows.Forms.Label label2;
    private System.Windows.Forms.Label NumThreads;
    private System.Windows.Forms.Label Counter;
    private int fCounter;
    private ArrayList fThreadList;

    private System.ComponentModel.Container components = null;

    public Form1() {
        InitializeComponent();
        fThreadList = new ArrayList();
    }

    protected override void Dispose(bool disposing) {
        if (disposing) {
            if (components != null) {
                components.Dispose();

                for (int i = 0; i < fThreadList.Count; ++i) { Thread fThread =
                    (Thread)fThreadList[i]; fThread.Abort(); } } }
        base.Dispose(disposing); } private void InitializeComponent()
```

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{ this.button1 = new System.Windows.Forms.Button();
this.button2 = new System.Windows.Forms.Button(); this.label1
= new System.Windows.Forms.Label(); this.label2 = new
System.Windows.Forms.Label(); this.NumThreads = new
System.Windows.Forms.Label(); this.Counter = new
System.Windows.Forms.Label(); this.SuspendLayout();
this.button1.Location = new System.Drawing.Point(32, 104);
this.button1.Name = "button1"; this.button1.TabIndex = 0;
this.button1.Text = "&Start"; this.button1.Click += new
System.EventHandler(this.button1_Click); this.button2.Location
= new System.Drawing.Point(136, 104); this.button2.Name =
"button2"; this.button2.Size = new System.Drawing.Size(88,
24); this.button2.TabIndex = 1; this.button2.Text = "&Stop";
this.button2.Click += new
System.EventHandler(this.button2_Click); this.label1.Location
= new System.Drawing.Point(32, 40); this.label1.Name =
"label1"; this.label1.Size = new System.Drawing.Size(152, 16);
this.label1.TabIndex = 2; this.label1.Text = "Number of
Threads Running:"; this.label2.Location = new
System.Drawing.Point(32, 64); this.label2.Name = "label2";
this.label2.Size = new System.Drawing.Size(100, 16);
this.label2.TabIndex = 3; this.label2.Text = "Counter:";
this.NumThreads.Location = new System.Drawing.Point(192, 40);
this.NumThreads.Name = "NumThreads"; this.NumThreads.Size =
new System.Drawing.Size(64, 16); this.NumThreads.TabIndex = 4;
this.Counter.Location = new System.Drawing.Point(192, 64);
this.Counter.Name = "Counter"; this.Counter.Size = new
System.Drawing.Size(64, 16); this.Counter.TabIndex = 5;
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(272, 165);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.Counter, this.NumThreads, this.label2, this.label1,
this.button2, this.button1}); this.ResumeLayout(false); }
[STAThread] static void Main() { Application.Run(new Form1());
} protected void ThreadFunc() { Boolean done = false; while
(!done) { Thread.Sleep(1000); fCounter++; this.Counter.Text =
fCounter.ToString(); } } private void button1_Click(object

```

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sender, System.EventArgs e) { Thread fThread = new Thread(new
ThreadStart(ThreadFunc));          fThread.Start();
fThreadList.Add(fThread);    this.NumThreads.Text    =
fThreadList.Count.ToString();    }    private    void
button2_Click(object sender, System.EventArgs e) { Thread
fThread = (Thread)fThreadList[fThreadList.Count - 1];
fThread.Abort();          fThreadList.Remove(fThread);
this.NumThreads.Text = fThreadList.Count.ToString(); } }
[/csharp]
```