

Thread and UI Demo

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

public struct MyData {
public double pi;
public int iters;
}
public class Calc {
private double _pi;
private int _iters;

private readonly int TotalIters;
public Calc(int it) {
_iters = 1;
_pi = 0;
TotalIters = it;
}
public MyData PI {
get {
MyData pi = new MyData();
lock (this) {
pi.pi = _pi;
pi.iters = _iters;
}
return pi;
}
}
public Thread MakeThread() {
return new Thread(new ThreadStart(this.ThreadStarter));
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}
private void calculate() {
double series = 0;
do {
series ++;
lock (this) {
_itors += 4;
_pi = series * 4;
}
} while (_itors < TotalIters); } private void ThreadStarter()
{ try { calculate(); } catch (ThreadAbortException e) {
Console.WriteLine("ThreadAbortException"); } } } public class
Form1 : System.Windows.Forms.Form { private
System.Windows.Forms.Label label1; private
System.Windows.Forms.TextBox PiValue; private
System.Windows.Forms.Label label2; private
System.Windows.Forms.TextBox Iteratons; private Calc pi = new
Calc(100000000); private Thread calcThread = null; private
System.Windows.Forms.Timer timer1; private
System.Windows.Forms.Button StopButton; private
System.Windows.Forms.Button Pause; private
System.ComponentModel.IContainer components; public Form1() {
this.label1 = new System.Windows.Forms.Label(); this.label2 =
new System.Windows.Forms.Label(); this.Pause = new
System.Windows.Forms.Button(); this.PiValue = new
System.Windows.Forms.TextBox(); this.StopButton = new
System.Windows.Forms.Button(); this.timer1 = new
System.Windows.Forms.Timer(this.components); this.Iteratons =
new System.Windows.Forms.TextBox(); this.SuspendLayout(); //
// label1 // this.label1.Location = new
System.Drawing.Point(8, 24); this.label1.Name = "label1";
this.label1.TabIndex = 0; this.label1.Text = "Value of PI:";
// // label2 // this.label2.Location = new
System.Drawing.Point(8, 72); this.label2.Name = "label2";
this.label2.TabIndex = 2; this.label2.Text = "Iterations:"; //
// Pause // this.Pause.Location = new System.Drawing.Point(24,
112); this.Pause.Name = "Pause"; this.Pause.TabIndex = 5;

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this.Pause.Text = "Pause"; this.Pause.Click += new
System.EventHandler(this.Pause_Click); // // PiValue //
this.PiValue.Location = new System.Drawing.Point(128, 24);
this.PiValue.Name = "PiValue"; this.PiValue.ReadOnly = true;
this.PiValue.Size = new System.Drawing.Size(136, 20);
this.PiValue.TabIndex = 1; this.PiValue.Text = ""; // //
StopButton // this.StopButton.Location = new
System.Drawing.Point(200, 112); this.StopButton.Name =
"StopButton"; this.StopButton.TabIndex = 4;
this.StopButton.Text = "Stop"; this.StopButton.Click += new
System.EventHandler(this.StopButton_Click); //
this.timer1.Enabled = true; this.timer1.Tick += new
System.EventHandler(this.timer1_Tick); //
this.Iteratons.Location = new System.Drawing.Point(128, 72);
this.Iteratons.Name = "Iteratons"; this.Iteratons.ReadOnly =
true; this.Iteratons.TabIndex = 3; this.Iteratons.Text = "";
// this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(292, 149);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.Pause, this.StopButton, this.Iteratons, this.label2,
this.PiValue, this.label1}); this.Load += new
System.EventHandler(this.Form1_Load); this.Closed += new
System.EventHandler(this.Form1_Closed);
this.ResumeLayout(false); } [STAThread] static void Main() {
Application.Run(new Form1()); } private void Form1_Load(object
sender, System.EventArgs e) { calcThread = pi.MakeThread();
calcThread.Priority = ThreadPriority.Lowest;
calcThread.Start(); } private void timer1_Tick(object sender,
System.EventArgs e) { if (this.Pause.Text == "Pause") { MyData
p = pi.PI; this.PiValue.Text = p.pi.ToString();
this.Iteratons.Text = p.iters.ToString(); } if
(calcThread.IsAlive == false) { StopButton.Enabled = false;
Pause.Enabled = false; timer1.Enabled = false; calcThread =
null; } } private void StopButton_Click(object sender,
System.EventArgs e) { StopButton.Enabled = false;
Pause.Enabled = false; timer1.Enabled = false;
calcThread.Abort(); calcThread.Join(); calcThread = null; }

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private void Pause_Click(object sender, System.EventArgs e) {  
if (this.Pause.Text == "Pause") { calcThread.Suspend();  
this.Pause.Text = "Resume"; this.StopButton.Enabled = false; }  
else { calcThread.Resume(); this.Pause.Text = "Pause";  
this.StopButton.Enabled = true; } } private void  
Form1_Closed(object sender, System.EventArgs e) { if  
(calcThread != null) { calcThread.Abort(); calcThread.Join();  
} } } [/csharp]
```