

# Using a BackgroundWorker: progress changed and completed



```
//File:Window.xaml.cs
using System;
using System.Collections.Generic;
using System.Text;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Data;
using System.Windows.Documents;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;
using System.Windows.Shapes;
using System.ComponentModel;
using System.Threading;

namespace BackgroundWorkerExample
{
    partial class MyWindow : Window
    {
        BackgroundWorker bw = new BackgroundWorker();

        public MyWindow()
        {
            bw.DoWork += new DoWorkEventHandler(bw_DoWork);
            bw.ProgressChanged += bw_ProgressChanged;
            bw.RunWorkerCompleted += bw_RunWorkerCompleted;
        }
    }
}
```

```
bw.WorkerReportsProgress = true;
bw.RunWorkerAsync();
}
```

```
void bw_DoWork(object sender, DoWorkEventArgs e)
{
for (int i = 0; i < 10; ++i) { int percent = i * 10;
bw.ReportProgress(percent); Thread.Sleep(1000); } } void
bw_ProgressChanged(object sender, ProgressChangedEventArgs e)
{ this.Title = "Working: " + e.ProgressPercentage + "%"; }
void bw_RunWorkerCompleted(object sender,
RunWorkerCompletedEventArgs e) { this.Title = "Finished"; } }
} [/csharp]
```