

Monitor: Enter

```
using System;
using System.Threading;

public class EnterExit {
private int result = 0;

public void NonCriticalSection() {
Console.WriteLine("Entered Thread " +
Thread.CurrentThread.GetHashCode());

for (int i = 1; i <= 5; i++) { Console.WriteLine("Result = " +
result++ + " ThreadID " + Thread.CurrentThread.GetHashCode());
Thread.Sleep(1000); } Console.WriteLine("Exiting Thread " +
Thread.CurrentThread.GetHashCode()); } public void
CriticalSection() { Monitor.Enter(this);
Console.WriteLine("Entered Thread " +
Thread.CurrentThread.GetHashCode()); for (int i = 1; i <= 5;
i++) { Console.WriteLine("Result = " + result++ + " ThreadID "
+ Thread.CurrentThread.GetHashCode()); Thread.Sleep(1000); }
Console.WriteLine("Exiting Thread " +
Thread.CurrentThread.GetHashCode()); Monitor.Exit(this); }
public static void Main(String[] args) { EnterExit e = new
EnterExit(); Thread nt1 = new Thread(new
ThreadStart(e.NonCriticalSection)); nt1.Start(); Thread nt2 =
new Thread(new ThreadStart(e.NonCriticalSection));
nt2.Start(); Thread ct1 = new Thread(new
ThreadStart(e.CriticalSection)); ct1.Start(); Thread ct2 = new
Thread(new ThreadStart(e.CriticalSection)); ct2.Start(); } }
[/csharp]
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