

Monitor.TryEnter

```
using System;
using System.Threading;

public class TryEnter {

    public void CriticalSection() {
        bool b = Monitor.TryEnter(this, 1000);
        Console.WriteLine("Thread " +
            Thread.CurrentThread.GetHashCode() +
            " TryEnter Value " + b);

        for (int i = 1; i <= 3; i++) { Thread.Sleep(1000);
            Console.WriteLine(i + " " + Thread.CurrentThread.GetHashCode()
                + " "); } Monitor.Exit(this); } public static void Main() {
            TryEnter a = new TryEnter(); Thread t1 = new Thread(new
            ThreadStart(a.CriticalSection)); Thread t2 = new Thread(new
            ThreadStart(a.CriticalSection)); t1.Start(); t2.Start(); } }
[/csharp]
```