

Re: Synchronized Collection<T> Recommendation

Source:

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All this locking will however slow things down for such things as
for (int i = 0; i < list.Count; i++) ...

Which will now lock every time it reads something, and what if:

Thread A increments i to the last element (count-1)
Thread B deletes the last element
Thread A tries to read the last element

In these cases I'd favor having an unsynchronized collection and having
some specified way to obtain the collection exclusively.

It just seems to me that synchronization on such things as a collection
are very much dependent upon what the collection is storing and what the
data is being used for. Without knowing the specific case it will be
used it just seems like one cannot reliably choose the locking mechanism
or guarantee that it will even work correctly as shown in the previous
example.

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