

Re: multi threading in C#

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Peter Duniho <NpOeStPeAdM@xxxxxxxxxxxxxxxxxxxx> wrote:

By the way, as long as we're on the topic, there's been something I've been curious about for awhile. I see in your example code, and I've seen this elsewhere as well, the creation of a new, base object instance for use as a locking object. I am curious what the point of that is, as compared to simply acquiring a lock on the object you are trying to synchronize access to.

For example, instead of using "listLock" for the lock() and Monitor methods, why not just use the "queue" instance?

If you lock on a reference that only you have access to, that guarantees that no-one else can screw things up by locking on it themselves.

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If replying to the group, please do not mail me too

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