
Subject: Re: Simple class to handle variables used by different threads

Posted by [koldo](#) on Tue, 25 Aug 2015 20:45:24 GMT

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sergeynikitin wrote on Tue, 25 August 2015 19:27 Very useful short article

http://blog.csdn.net/win_lin/article/details/8274810

(msdn article, but I found it only on china)

Russian link: <http://www.cyberguru.ru/microsoft-net/csharp-net/multithread-code.html?showall=1>

Article found in October'2008 MSDN Magazine

(<https://msdn.microsoft.com/en-us/magazine/ee310108.aspx>:

http://download.microsoft.com/download/3/a/7/3a7fa450-1f33-41f7-9e6d-3aa95b5a6aea/MSDNMagazine2008_10en-us.chm)

(entity actual in .Net and C++)

Thank you Sergey, but I can only see articles in Visual Basic and C#.

I have read many articles explaining many different ways to do many things wrong (with many contradictions between authors...), but almost nothing about how to do a few things right, including U++
