
Subject: MT/Locking Questions

Posted by [captainc](#) on Mon, 28 Apr 2008 13:23:02 GMT

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This is a general question about using Mutex locking. Does locking occur on a per object basis?
what about static variables?

Also, how do locks work in class hierarchies?

For example:

```
class Parent{
    Mutex lock;
    String mydata;
    virtual void DoSomething(){
        for(int i=0;i<10;++i){
            Cout() << mydata << "\n;"
        }
    };
};
```

```
class Child1{
    void DoSomething(){
        INTERLOCKED_(lock){
            mydata = "Foo";
            Parent::DoSomething();
        }
    }
};
```

```
class Child2{
    void DoSomething(){
        INTERLOCKED_(lock){
            mydata = "Bar";
            Parent::DoSomething();
        }
    }
};
```

```
CONSOLE_APP_MAIN{
    Parent * c1 = new Child1();
    Parent * c2 = new Child2();
```

```
    Thread().Run(callback(&c1, &Parent::DoSomething);
    Thread().Run(callback(&c2, &Parent::DoSomething);
```

```
    delete c1;
    delete c2;
}
```

Since 2 separate instances of the object are created, both DoSomething()'s can run concurrently,

correct?
