

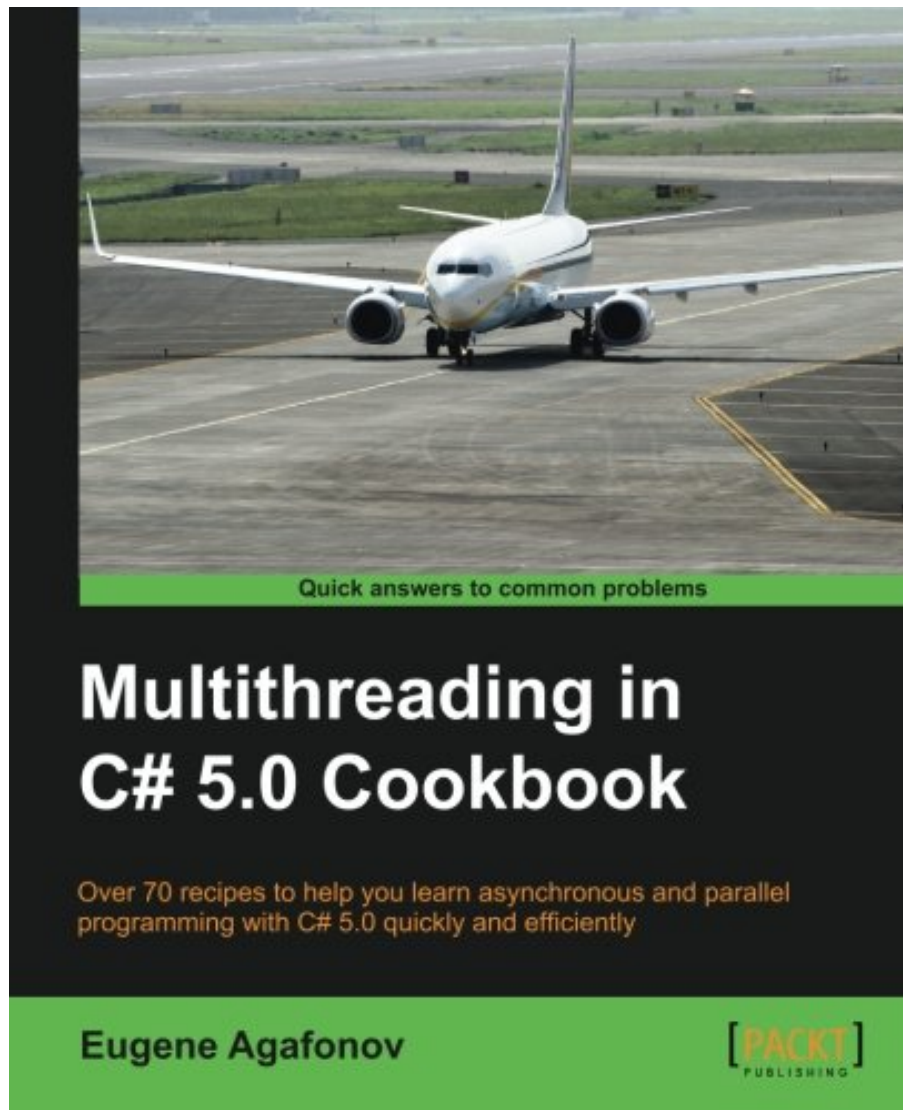
MULTITHREADING IN C# 5.0 COOKBOOK

BY EUGENE AGAFONOV



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About the Author

Eugene Agafonov

Eugene Agafonov leads a web development department at ABBYY, and lives and works in Moscow. He has over 15 years of professional experience in software development and started to work with C# from the time it was in its beta version. He is a Microsoft MVP in ASP.NET since 2006, and he often speaks at local software development conferences, such as TechEd Russia, about cutting-edge technologies in the Modern Web and serverside application development. His main professional interests are cloud-based software architecture, scalability, and reliability. Eugene is a huge fan of football and plays the guitar with a local rock band. You can reach him at his personal blog eugeneagafonov.com or with his twitter handle [@eugene_agafonov](https://twitter.com/eugene_agafonov).

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Multithreaded programming can seem overwhelming but this book clarifies everything through its cookbook approach. Packed with practical tasks, it's the quick and easy way to start delving deep into the power of multithreading in C#.

Overview

- Delve deep into the .NET threading infrastructure and use Task Parallel Library for asynchronous programming
- Scale out your server applications effectively
- Successfully program Windows 8 and Windows Azure asynchronous applications

In Detail

In an age when computer processors are being developed to contain more and more cores, multithreading is a key factor for creating scalable, effective, and responsive applications. If you fail to do it correctly, it can lead to puzzling problems that take a huge amount of time to resolve. Therefore, having a solid understanding of multithreading is a must for the modern application developer.

Multithreading in C# 5.0 Cookbook is an easy-to-understand guide to the most puzzling programming problems. This book will guide you through practical examples dedicated to various aspects of multithreading in C# on Windows and will give you a good basis of practical knowledge which you can then use to program your own scalable and reliable multithreaded applications.

This book guides you through asynchronous and parallel programming from basic examples to practical, real-world solutions to complex problems. You will start from the very beginning, learning what a thread is, and then proceed to learn new concepts based on the information you get from the previous examples.

After describing the basics of threading, you will be able to grasp more advanced concepts like Task Parallel Library and C# asynchronous functions. Then, we move towards parallel programming, starting with basic data structures and gradually progressing to the more advanced patterns. The book concludes with a discussion of the specifics of Windows 8 application programming, giving you a complete understanding of how Windows 8 applications are different and how to program asynchronous applications for Windows 8.

What you will learn from this book

- Work with raw threads, synchronize threads, and coordinate their work
- Develop your own asynchronous API with Task Parallel Library
- Use C# 5.0 asynchronous language features
- Scale up your server application with I/O threads
- Parallelize your LINQ queries with PLINQ

- Use common concurrent collections
- Apply different parallel programming patterns
- Work with Windows 8 and Windows Azure asynchronous APIs
- Use Reactive Extensions to run asynchronous operations and manage their options

Approach

This book is an easy-to-follow guide full of hands-on examples of real-world multithreading tasks. Each topic is explained and placed in context, and for the more inquisitive readers, there are also more in-depth details of the concepts used.

Who this book is written for

If you are a developer or new to multithreaded programming and you are looking for a quick and easy way to get started, then this book is for you. It is assumed that you have some experience in C# and .NET already, and you should also be familiar with computer science and basic algorithms and data structure.

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About the Author

Eugene Agafonov

Eugene Agafonov leads a web development department at ABBYY, and lives and works in Moscow. He has over 15 years of professional experience in software development and started to work with C# from the time it was in its beta version. He is a Microsoft MVP in ASP.NET since 2006, and he often speaks at local software development conferences, such as TechEd Russia, about cutting-edge technologies in the Modern Web and serverside application development. His main professional interests are cloud-based software architecture, scalability, and reliability. Eugene is a huge fan of football and plays the guitar with a local rock band. You can reach him at his personal blog eugeneagafonov.com or with his twitter handle [@eugene_agafonov](https://twitter.com/eugene_agafonov).

Most helpful customer reviews

3 of 3 people found the following review helpful.

Very good for reference

By Enmanuel Toribio

First of all, this is a Cookbook and as such its main purpose is to serve as reference for specific usages and future needs. I wouldn't recommend reading it straight through, just use it for consulting specific things you need to do. If you do read it from start to finish though i will tell that the first few chapters introduce you to the basics of threading (which hasn't changed much since C# 2.0 as far as i know) and the complexity of the code scales in a very nice pace.

All recipes follow the format of first “Getting ready” then “How to do it...” and finally “How it works...” The thing i liked the most is the “How it works...” sections since most Cookbooks don't contain a very deep explanation on how the code works but this one is less shallow than most. I won't say it explains in excruciating details every single part of the code but at least it does transmit the idea behind every code snippet well enough so you can come up with your own variations.

If you are taking a degree in computer sciences or if you work with C# in a regular basis i would totally recommend to get this book into your library so you can have it for future references.

0 of 0 people found the following review helpful.

Great material

By Mr. A

This is a great book to learn multithreading while practicing with the code. Each section has an example that you can use to help you learn, but I think it would have been an awesome book if the author describes the topics as well as explaining the code.

For example, in section for CountdownEvent, we have code example on how to use the CountdownEvent, but there's no information about what it is and when to use it.

2 of 3 people found the following review helpful.

very good book on asynchronous and parallel programming for beginners.

By Cyrill Kopylov

All main topics are covered. There are some very cool tricks like awaiting a dynamic object and windows 8 background tasks.

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