

```
1 using System;
2 using System.Threading;
3
4 namespace My_Threading
5 {
6     public class Thread1
7     {
8         private int _start = 0;
9         public void Tread1()
10        {
11            string module = "Thread1->Konstruktor: ";
12            Console.WriteLine("{0}", module);
13
14        }
15        public int Start
16        {
17            get { return _start; }
18            set { _start = value; }
19        }
20
21        public delegate void myDelegat(int t);
22        public static event myDelegat TestEvent;
23
24        public delegate void textDelegat(string t);
25        public static event textDelegat TextEvent;
26
27        public void RaiseTheEvent1()
28        {
29            string module = "Thread1->RaiseTheEvent1: ";
30            while (true)
31            {
32                Thread.Sleep(500);
33                if (_start > 0)
34                {
35                    Console.WriteLine("{0}", module);
36                    TestEvent?.Invoke(_start);
37                    TextEvent?.Invoke("Text from Thread1 Cmd = " +
38                        _start.ToString());
39                    _start = 0;
40                }
41            }
42
43        }
44
45        public void Subscriber1(int cmd)
46        {
47            _start = cmd;
48            string module = "Thread1->Subscriber1: ";
49            Console.WriteLine("{0}Event from Th2 was rised with {1}",
50                module, cmd);
51        }
52    }
```