

```

1  using System;
2  using System.Threading;
3
4  namespace My_Threading
5  {
6      public class Thread3
7      {
8          private int _start = 0;
9          public void Tread3()
10         {
11             string module = "Thread1->Konstructor: ";
12             Console.WriteLine("{0}", module);
13
14         }
15         public int Start
16         {
17             get { return _start; }
18             set { _start = value; }
19         }
20
21         private string _msg = "";
22         public delegate void myDelegat(int t);
23         public static event myDelegat TestEvent;
24
25         public delegate void textDelegat(string t);
26         public static event textDelegat TextEvent;
27
28         public void RaiseTheEvent3()
29         {
30             string module = "Thread3->RaiseTheEvent3: ";
31
32             while (true)
33             {
34                 Thread.Sleep(500);
35                 if (_start > 0)
36                 {
37                     Console.WriteLine("{0}", module);
38                     TestEvent?.Invoke(_start);
39                     TextEvent?.Invoke("Text from Thread3 Cmd = " +
40                                     _start.ToString() + " Msg = " + _msg);
41                     _start = 0;
42                 }
43             }
44         }
45
46         public void More_Subscriber_Thread3(object name, MoreEventArgs e)
47         {
48             _start=e.command;
49             _msg=e.msg;
50             string module = "Thread1->Subscriber_Thread3: ";
51             Console.WriteLine("{0}Event from Th2 was rised with {1}",
                                module, _start);

```

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52         }  
53     }  
54 }  
55
```