

Multithreading in C# 5.0 Cookbook

Over 70 recipes to help you learn asynchronous and parallel programming with C# 5.0 quickly and efficiently

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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 server-side 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).

About the Reviewers

Mickael Ferrer is a geek who has played with a lot of technologies through the years; He is the jack of all trades, but master of none. He specialized in .Net and C# development, in particular, for extending Excel. He spent much of his short professional career in the financial industry as a front-office developer. He recently started a self-employed training business for .Net developers. He randomly writes stuff on his technical blog at pragmateek.com

Chad McCallum is a Saskatchewan computer geek and an ASP.NET MVP with over seven years of .NET experience. After graduating from the Computer Systems Technology course at SIAST in Saskatoon, he picked up contracting until he could pester iQmetrix to give him a job, where he's been for the last seven years. He had a brief stint in Vancouver, working on interactive retail software. Since then, he's come back to Regina, SK, where he's started HackREGINA, a hackathon organization aimed at strengthening the developer community while coding and drinking beer. Somehow, between his real-life job and sleep, he managed to publish a Pluralsight course on 10 Ways to Build Web Services in .NET. His current focus is on single-page applications with JavaScript. Between random app ideas, he tries to learn a new technology every week; you can see the results on www.rtrigger.com.

Philip Pierce is a software developer with twenty years of experience in mobile, web, desktop, and server development, database design and management, and game development. His background includes creating A.I. for games and business software, converting AAA games among various platforms, developing multithreaded applications, and creating patented client/server communication technologies.

Philip has won several hackathons, including Best Mobile App at the AT&T Developer Summit 2013, and a runner up for Best Windows 8 App at PayPal's Battlethon Miami. His most recent project was converting Rail Rush and Temple Run 2 from the Android platform to Arcade platforms.

Philip's portfolios can be found at <http://www.rocketgamesmobile.com> and <http://www.philippiercedeveloper.com>.

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To my dearly beloved wife Helen and son Nikita

