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/*1*/ // MutexSample.cpp : Defines the entry point for the console application.
/*2*/ //
/*3*/
/*4*/ #include <iostream.h>
/*5*/ #include <windows.h>
/*6*/
/*7*/ DWORD WINAPI The9Thread(void* pv);
/*8*/ DWORD WINAPI The90Thread(void* pv);
/*9*/
/*10*/ const int MAX_COUNT = 100;
/*10*/ int g_iCount = 0;
/*11*/ HANDLE g_hMutex;
/*12*/ int _tmain(int argc, _TCHAR* argv[])
/*13*/ {
/*14*/     DWORD dw;
/*16*/     HANDLE hThreads[2];
/*17*/     g_hMutex = ::CreateMutex(NULL, FALSE, NULL);
/*18*/     hThreads[1] = ::CreateThread(NULL, 0, The9Thread, &dw, 0, &dw);
/*19*/     hThreads[2] = ::CreateThread(NULL, 0, The90Thread, &dw, 0, &dw);
/*20*/ //     ::ResumeThread(hThreads[1]);
/*21*/ //     ::ResumeThread(hThreads[2]);
/*22*/     ::WaitForMultipleObjects(2, hThreads, TRUE, INFINITE);
/*23*/     ::CloseHandle(hThreads[1]);
/*24*/     ::CloseHandle(hThreads[2]);
/*25*/     ::CloseHandle(g_hMutex);
/*26*/
/*27*/     cout<<"hello world";
/*28*/     return 0;
/*29*/ }
/*30*/
/*31*/ DWORD WINAPI The9Thread(void* pv)
/*32*/ {
/*33*/     ::WaitForSingleObject(g_hMutex, INFINITE);
/*34*/     if(g_iCount<MAX_COUNT)
/*35*/     {
/*36*/         cout<<"Thread 9:"<<g_iCount<<"\n";
/*37*/     }
/*38*/     ::ReleaseMutex(g_hMutex);
/*39*/     return 0;
/*40*/ }
/*41*/
/*42*/ DWORD WINAPI The90Thread(void* pv)
/*43*/ {
/*44*/     ::WaitForSingleObject(g_hMutex, INFINITE);
/*45*/     if(g_iCount<MAX_COUNT)
/*46*/     {
/*47*/         cout<<"Thread 90: "<<g_iCount<<"\n";
/*48*/     }
/*49*/     ::ReleaseMutex(g_hMutex);
/*50*/     return 0;
/*51*/ }

```