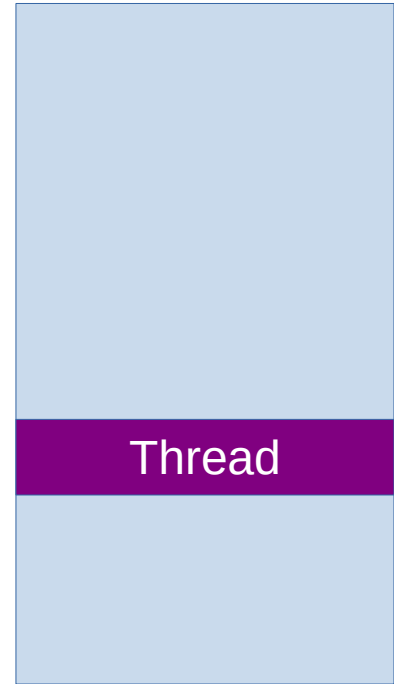
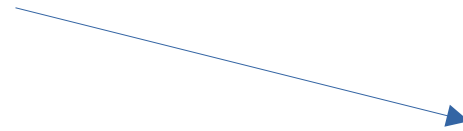


Understanding Threads

What is a thread ?

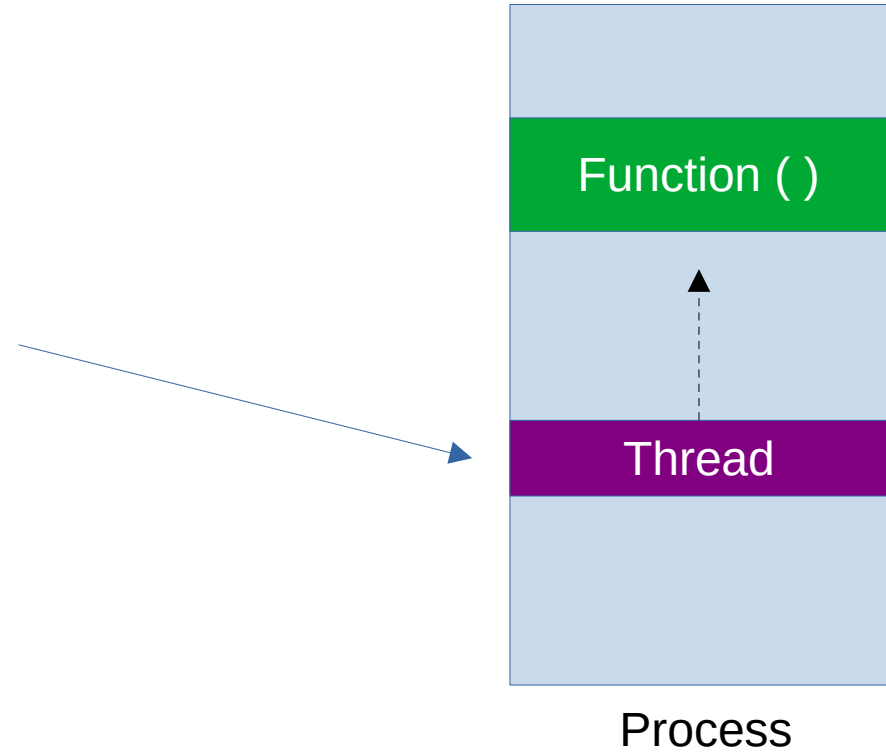
A thread is the smallest unit of execution in a process.



Process

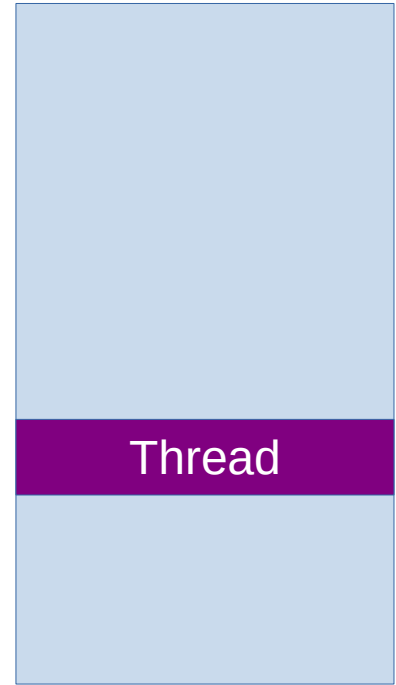
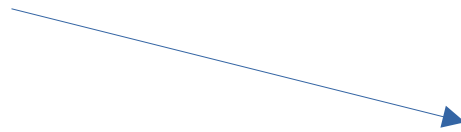
What a Thread does ?

A thread **executes** code — plain and simple.



How to create Thread ?

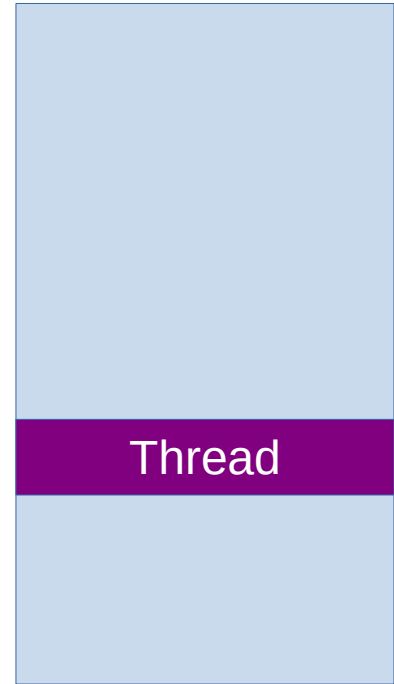
CreateThread()



Process

CreateThread prototype

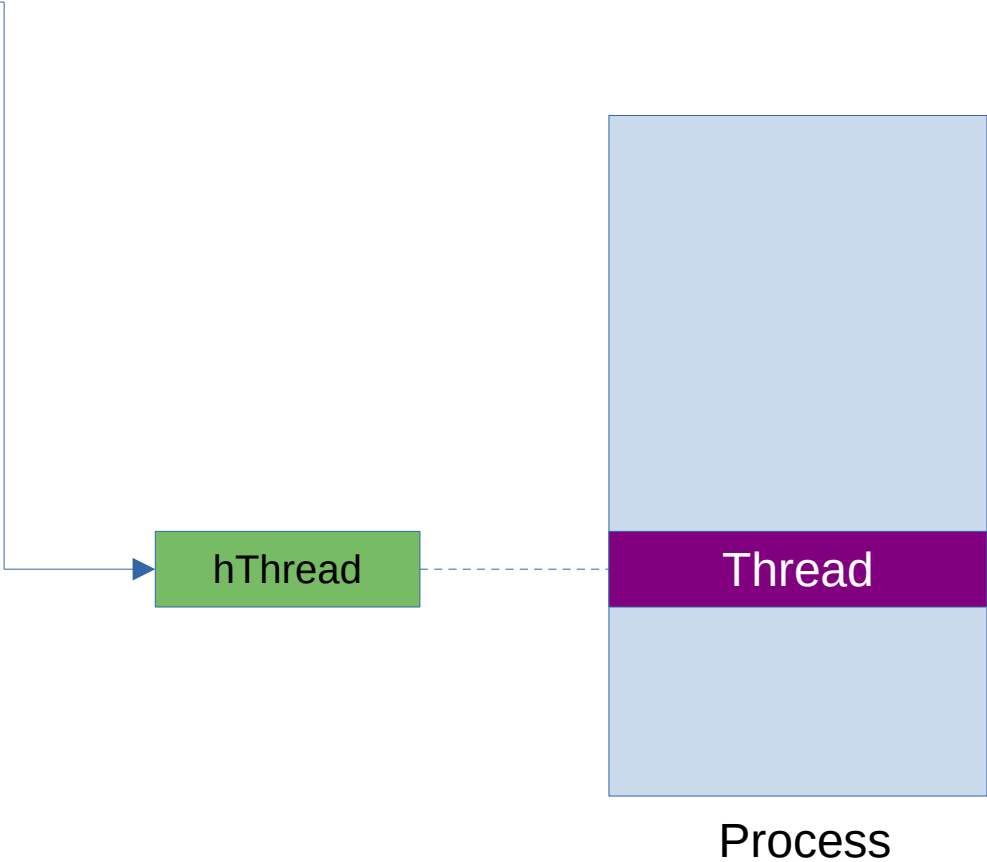
```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```



Process

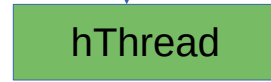
CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```



CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```

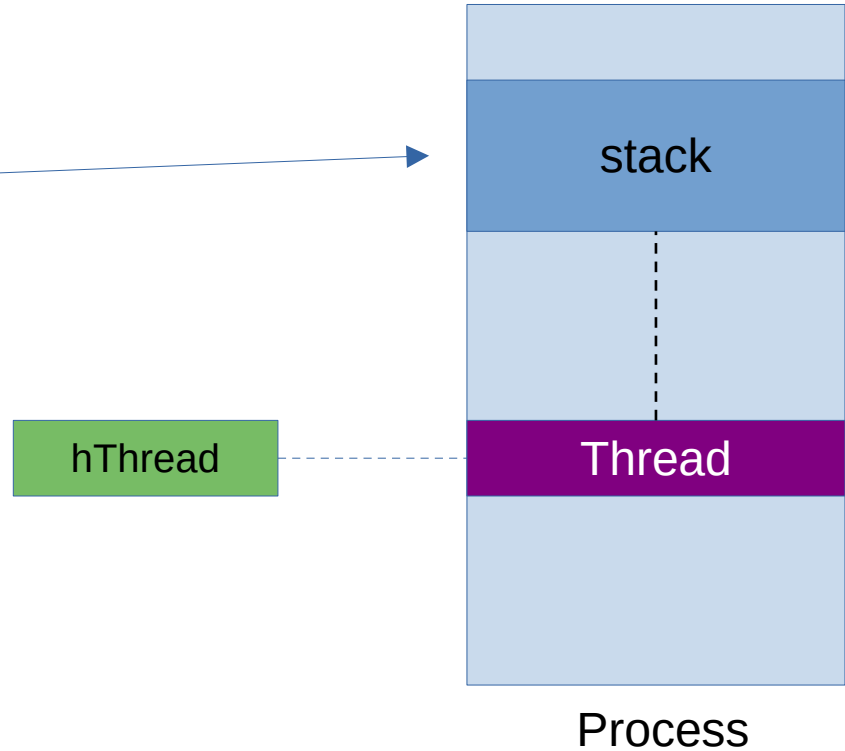


Process

Inherit ?

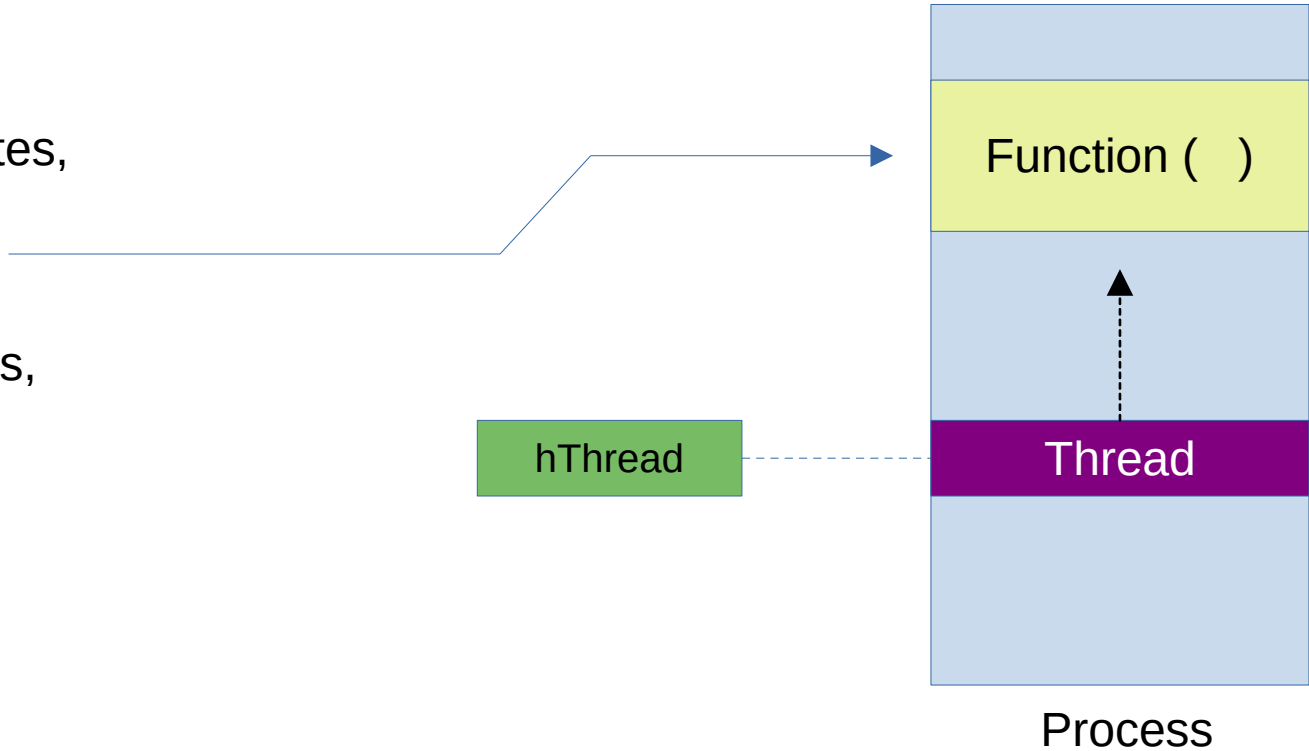
CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```



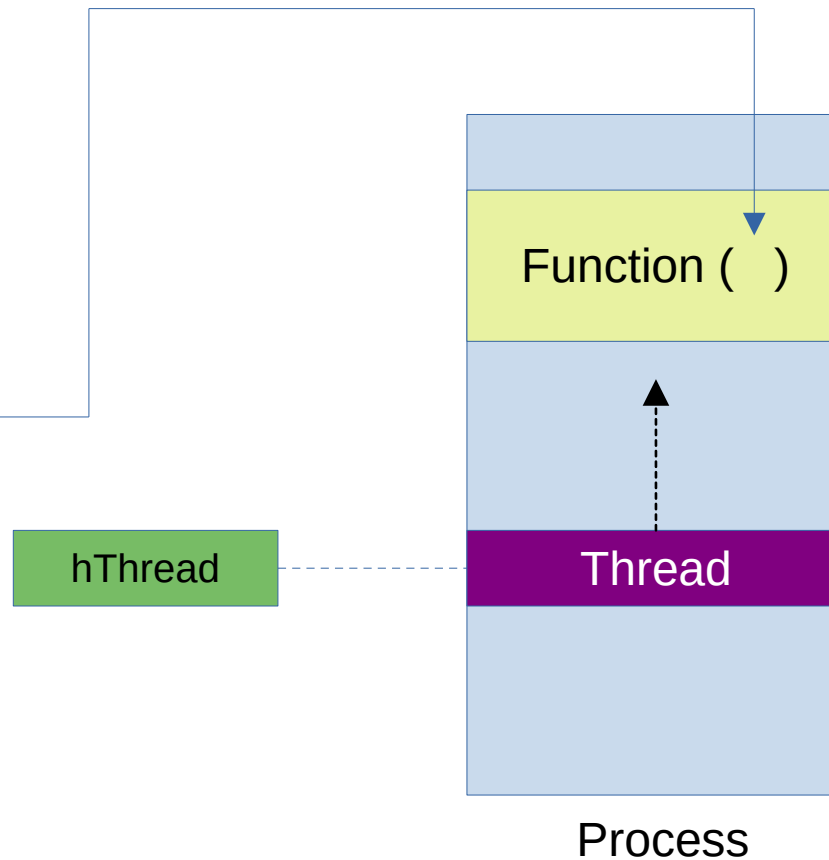
CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```



CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```



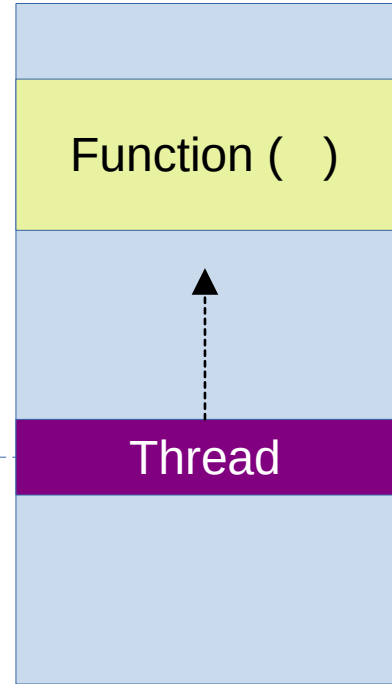
CreateThread prototype

```
HANDLE CreateThread(  
  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
  
);
```

lpThreadAttributes,
dwStackSize,
lpStartAddress,
lpParameter,
dwCreationFlags,
lpThreadId

hThread

Suspend,



Process

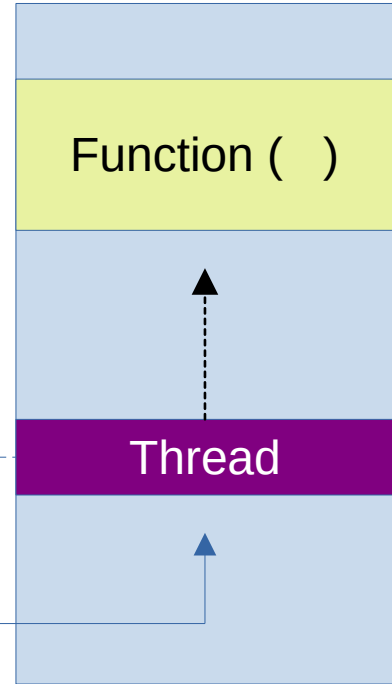
CreateThread prototype

```
HANDLE CreateThread(  
    lpThreadAttributes,  
    dwStackSize,  
    lpStartAddress,  
    lpParameter,  
    dwCreationFlags,  
    lpThreadId  
);
```

lpThreadAttributes,
dwStackSize,
lpStartAddress,
lpParameter,
dwCreationFlags,
lpThreadId

hThread

Thread ID



Process

CreateThread() syntax

