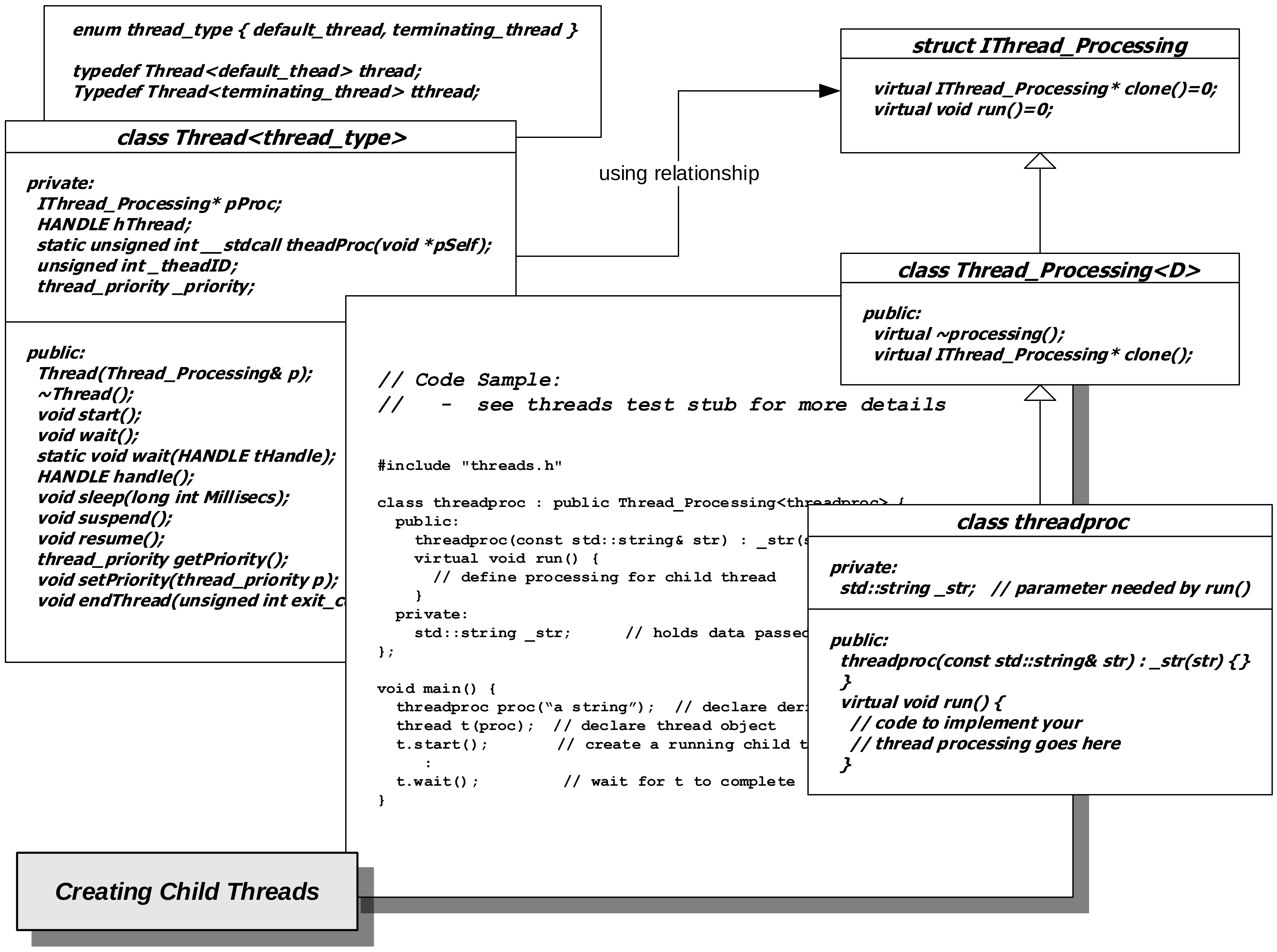
Creating Child Threads



```
enum thread_type { default_thread, terminating_thread }

typedef Thread<default_thead> thread;
Typedef Thread<terminating_thread> tthread;
```

class Thread<thread_type>

```
private:
  IThread_Processing* pProc;
  HANDLE hThread;
  static unsigned int __stdcall theadProc(void *pSelf);
  unsigned int _theadID;
  thread_priority _priority;

public:
  Thread(Thread_Processing& p);
  ~Thread();
  void start();
  void wait();
  static void wait(HANDLE tHandle);
  HANDLE handle();
  void sleep(long int Millisecs);
  void suspend();
  void resume();
  thread_priority getPriority();
  void setPriority(thread_priority p);
  void endThread(unsigned int exit_c
```

struct IThread_Processing

```
virtual IThread_Processing* clone()=0;
virtual void run()=0;
```

class Thread_Processing<D>

```
public:
  virtual ~processing();
  virtual IThread_Processing* clone();
```

```
// Code Sample:
//   -  see threads test stub for more details


#include "threads.h"

class threadproc : public Thread_Processing<threadproc> {
  public:
    threadproc(const std::string& str) : _str(s
    virtual void run() {
      // define processing for child thread
    }
  private:
    std::string _str;      // holds data passed
};

void main() {
  threadproc proc("a string");  // declare der
  thread t(proc);  // declare thread object
  t.start();       // create a running child t
      :
  t.wait();         // wait for t to complete
}
```

class threadproc

```
private:
  std::string _str;   // parameter needed by run()

public:
  threadproc(const std::string& str) : _str(str) {}
  }
  virtual void run() {
    // code to implement your
    // thread processing goes here
  }
```