
Subject: Real time application

Posted by [sayaz03](#) on Thu, 07 Aug 2003 13:15:36 GMT

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I had written c++ class called "point". after that i created objects mypoint1 and mypoint2 of this class. I am wondering how can i make my program a real time program so that these points will be updated according to my specifications.
also what is meant by multithreading?

Thanks
