

```

using System;
using System.ComponentModel;

public class StatusChangedEventArgs : EventArgs
{
    public string Message { get; set; }
}

public class ConversionProcess
{
    private ISynchronizeInvoke _owner = null;

    public delegate void StatusChangedEventHandler(object sender, StatusChangedEventArgs e);
    public event StatusChangedEventHandler StatusChanged;

    public ConversionProcess(ISynchronizeInvoke owner)
    {
        _owner = owner;
    }

    public void Start()
    {
        OnStatusChanged(new StatusChangedEventArgs() { Message = "Starting..." });
    }

    protected virtual void OnStatusChanged(StatusChangedEventArgs e)
    {
        if (StatusChanged != null)
            InvokeStatusChanged(this, e);
    }

    private void InvokeStatusChanged(object sender, StatusChangedEventArgs e)
    {
        if (_owner.InvokeRequired)
            _owner.BeginInvoke(new StatusChangedEventHandler(InvokeStatusChanged), new object[] { this, e });
        else
            StatusChanged(sender, e);
    }
}

public partial class Form1 : Form
{
    public Form1()
    {
        InitializeComponent();
    }
}

```

```
private void Form1_Load(object sender, EventArgs e)
{
    ConversionProcess conversion = new ConversionProcess(this);

    System.Threading.Thread process = new System.Threading.Thread(conversion.Start);
    conversion.StatusChanged += new ConversionProcess.StatusChangedEventHandler(conversion_StatusChanged);
    process.Start();
}

private void conversion_StatusChanged(object sender, StatusChangedEventArgs e)
{
    textBox1.Text = e.Message;
}
}
```