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thatÂ .Q: Do I need a lock when I call HttpClient.SendAsync I have seen that some of the new HttpClient calls by.NET framework are synchronized. It appears as if we should never call SendAsync unless we have a lock on the HttpClient object.

Is this true? If so, why? For example, is there any benefit to doing this: `using (var client = new HttpClient()) { // why do I need a lock here? var response = await client.GetAsync(""); } }`

A: the HttpClient class is not thread safe - it uses ConcurrentDictionary for its collections, so this is not a normal locking issue. If you're not worried about throughput you can probably forget about the lock. If you are worried about concurrency, then you'll need the lock to make it thread-safe.

A: So the answer to your question is basically 'no'. The HttpClient is designed to work with cached resources on disk,

and will work well with multiple threads without re-synchronisation. All of the specific details will be in the MSDN documentation, but the general advice is that you will not need to use a lock with the HttpClient when making multiple asynchronous calls, as individual threads will work with the cached resources. If you are working with an I/O bound implementation of HttpClient, then you might have a race condition if you don't synchronise the calls. I don't know of any specific example off-hand where this is bad behaviour, but it will be dangerous in some situations. The pattern that you have presented is fine. Nurse-Patient Communication in Hospitalized Older Adults: A Comparison Between Chinese Patients and Whites. Health care providers have an c6a93da74d

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