

LAB 10

```
class A {
```

```
    synchronized void Foo(B b){
```

```
        String name = Thread.currentThread().getName();
```

```
        SOP(name + " entered A.Foo");
```

```
        try {
```

```
            Thread.sleep(1000);
```

```
        } catch (Exception e) {
```

```
            SOP("A interrupted");
```

```
        }
```

```
        SOP(name + " trying to call B.last()");
```

```
        b.last();
```

```
    }
```

```
    synchronized void last(){
```

```
        System.out.println("Inside A.last");
```

```
    }
```

```
}
```

```
class B {
```

```
    synchronized void bar(A a){
```

```
        String name = Thread.currentThread().getName();
```

```
        SOP(name + "entered B.bar");
```



```
try {
```

```
    Thread.sleep(1000);
```

```
} catch (Exception) {
```

```
    SOP("B interrupted");
```

```
}
```

```
SOP(name + " trying to call A.last()");
```

```
a.last();
```

```
}
```

```
synchronized void last() {
```

```
    SOP("Inside B.last");
```

```
}
```

```
}
```

```
class Deadlock implements Runnable {
```

```
    A a = new A();
```

```
    B b = new B();
```

```
    Deadlock() {
```

```
        Thread.currentThread().setName("Main Thread");
```

```
        Thread t = new Thread(this, "Racing Thread");
```

```
        t.start();
```

```
        a.Fod(b);
```

```
        SOP("Back in main thread");
```

```
}
```



```
public void run() {  
    b.bar(a)  
    sop("Back in other thread");  
}
```

```
psvm (String[] args) {  
    new Deadlock();  
}
```