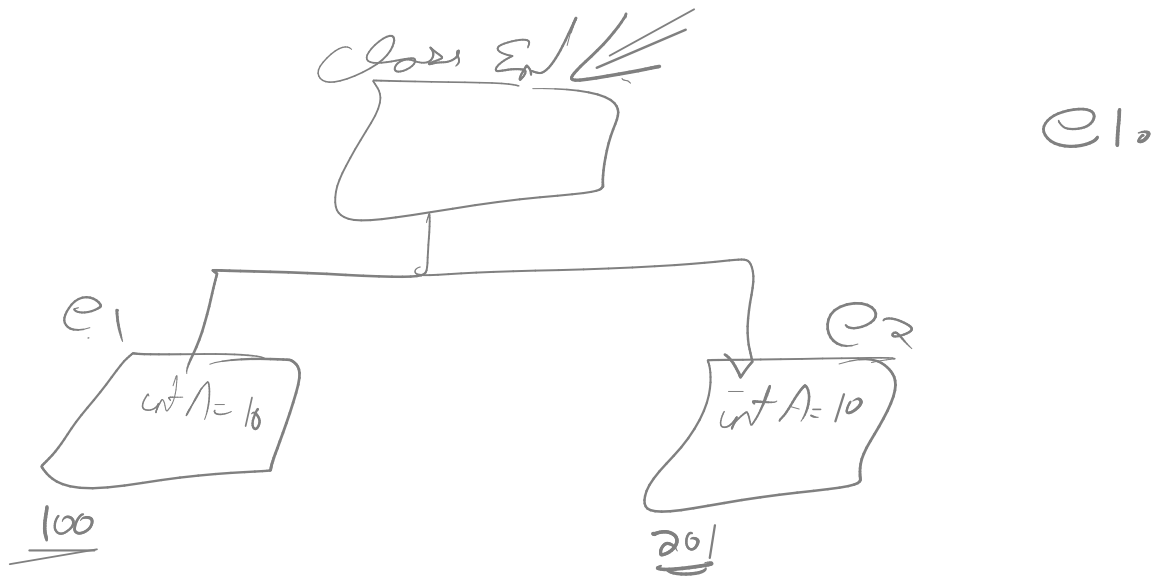
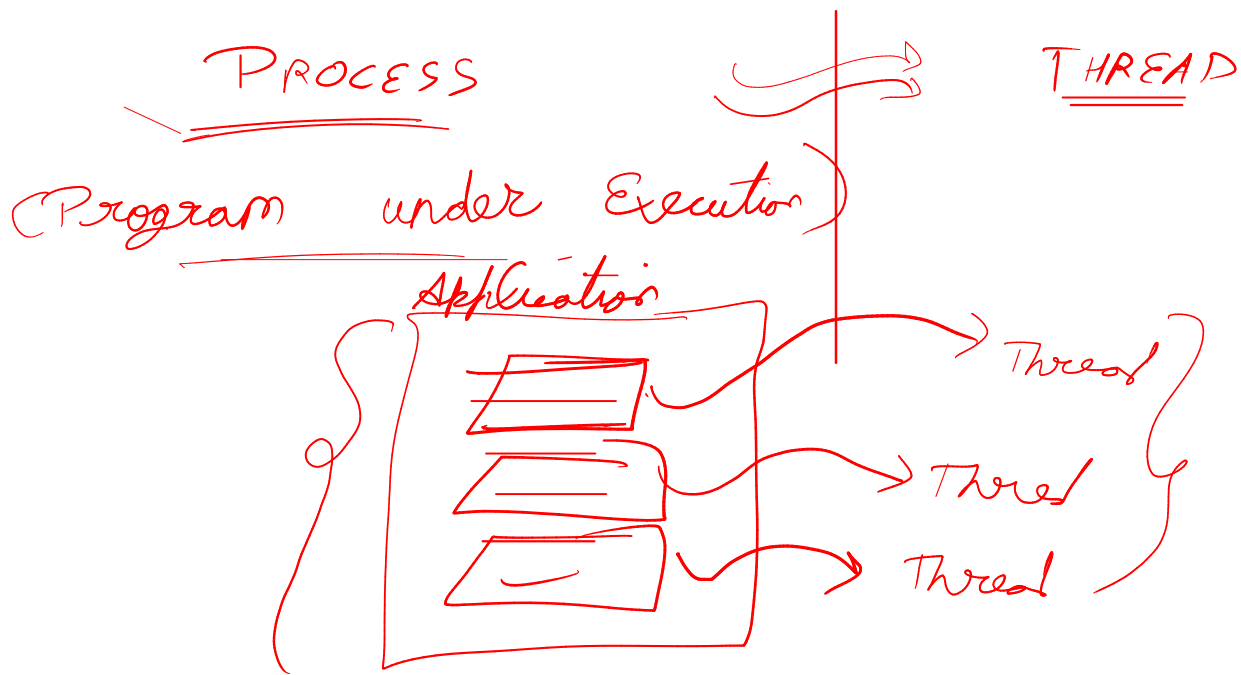


WILL BE STARTING AT 8.07-8.10



## MULTITHREADING

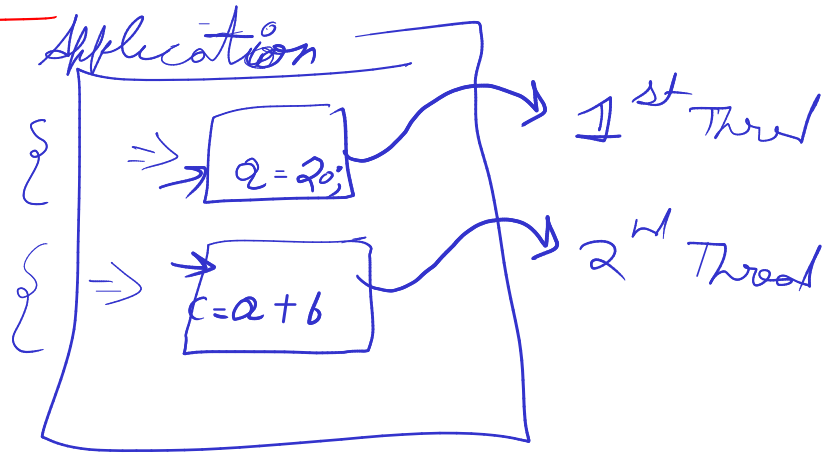


IS THREADING ALWAYS POSSIBLE?

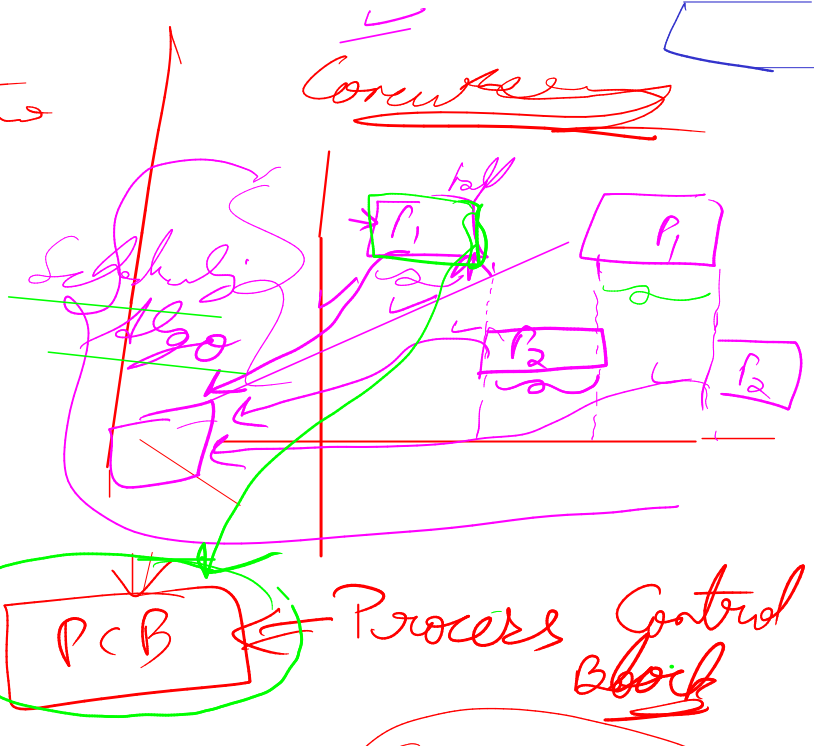
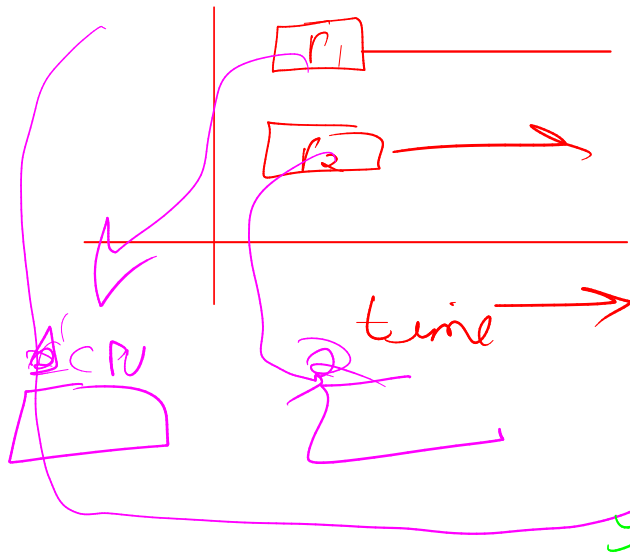
NO ✓

# RACE CONDITION

Example  $\Rightarrow$

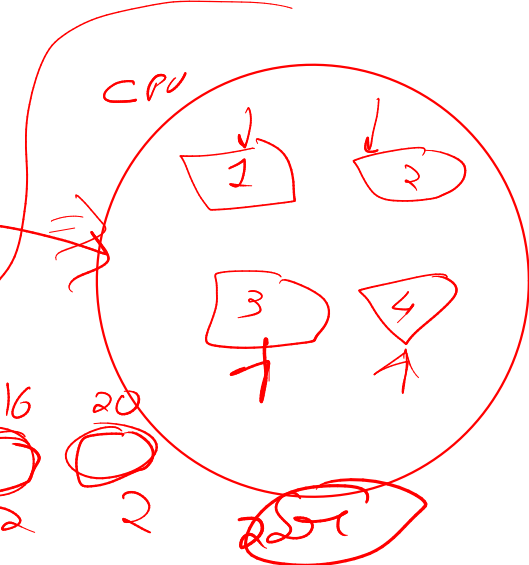
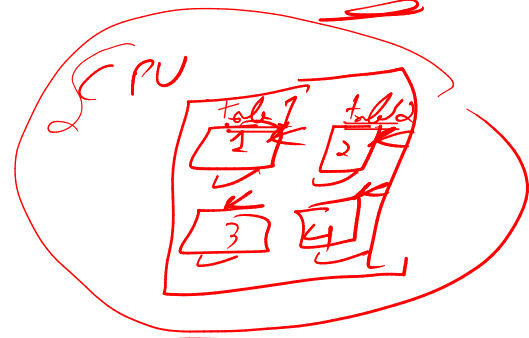


## Parallel Execution

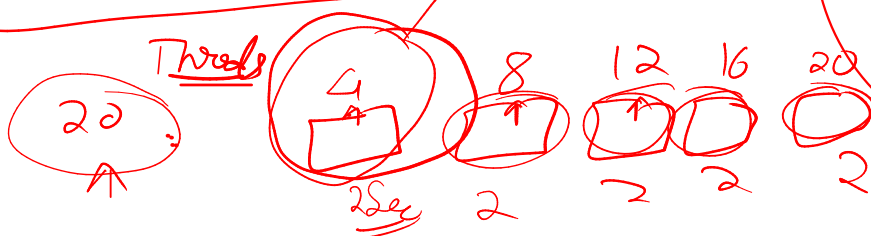


PROCESS  $\rightarrow$  CPU

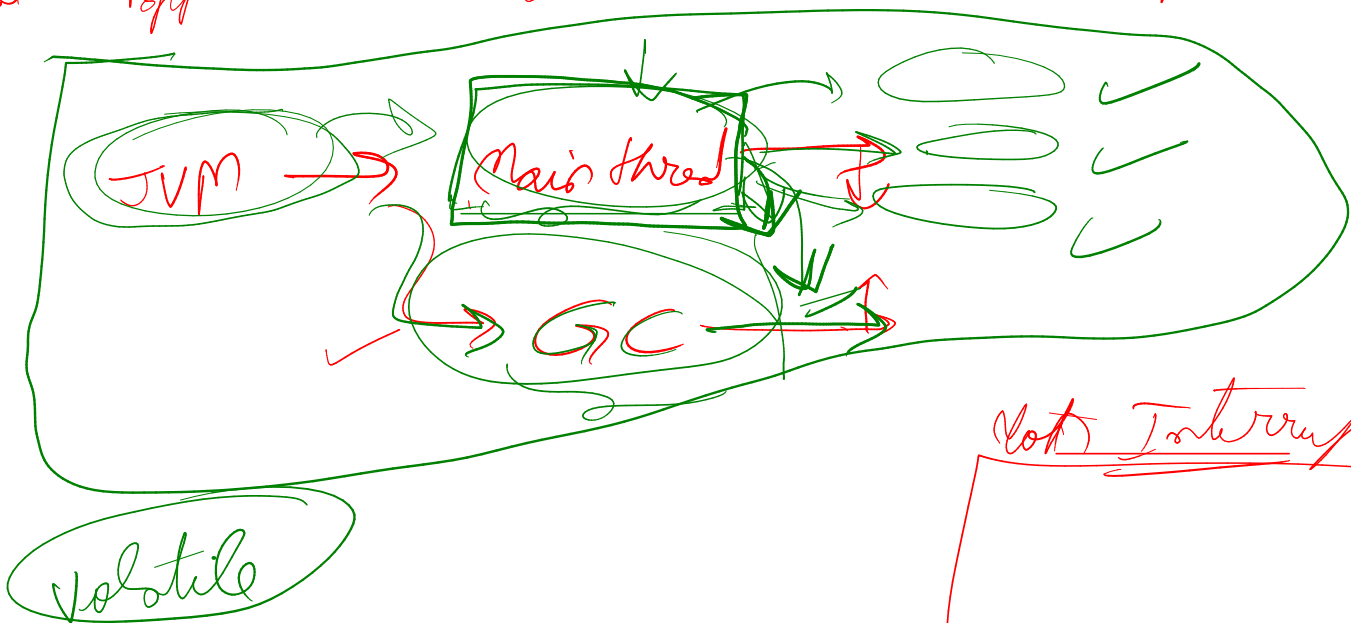
THREAD  $\rightarrow$  CORE



2Sec



What happens when we run the app



Process

→ Scheduling Algo

→ PCB

→ ~~Page~~

→ Inter-process Comm.

→ Semaphore - Mutex

→ Deadlocks

→ Segmentation / Virtual Memory

⇒ volatile

⇒ Race Condition

97%

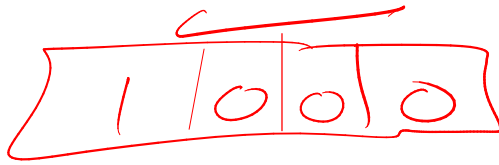
Ways to Create Thread.

→ Extends Thread;

→ implements Runnable;

Big Intge Class

50! 20!



int  
long  
overflow



→ var  
→ method

→ Class

