

CPSC 471: Computer Communications

A Quick Java Threads Tutorial

You may not distribute/post these lecture slides without written permission from Dr. Mike Turi, ECE Dept., California State University, Fullerton

What is a thread?

- ⦿ Used in Java to enable multitasking
- ⦿ Usually spawned by a main program
 - Run in parallel to the main thread
 - Run in parallel to each other

Java Thread Class

- ◎ <http://docs.oracle.com/javase/7/docs/api/java/lang/Thread.html>
- ◎ Some important functions:
 - void run()
 - Contains the code the thread will run
 - void start()
 - Causes the thread to begin execution
 - Java VM calls the thread's run() function
 - void join()
 - Waits for the thread to die (**Blocking function**)

How to use threads

- ① Create a class which either
 - is a subclass of Thread and implements run()
 - instantiate this class to start the thread
 - implements the Runnable interface with a run() method
 - pass an instance of this class to the Thread constructor
- ① I'll show an example of a class which is a subclass of Thread

Thread Example

```
import java.lang.*;
import java.io.*;

class threadexample {

    public static void main(String args[]) {
        System.out.println("Starting main()");

        myThread first = new myThread("Hello");
        myThread second = new myThread("Bonjour");
        myThread third = new myThread("Aloha");

        first.start();
        second.start();
        third.start();

        System.out.println("main() finished");
    }
}
```

Thread Example continued

```
class myThread extends Thread {  
  
    private String message;  
  
    public myThread( String msg ) {  
        message = msg;  
    }  
  
    public void run() {  
        while( true ) {  
            System.out.println(message);  
            try {  
                Thread.sleep((long)(Math.random()*2000));  
            } catch( Exception e ) {} // Nothing should go wrong  
        }  
    }  
}
```

Common Mistakes

- ⦿ Forgetting to call `start()`
- ⦿ Calling `run()` instead of `start()`
- ⦿ How can I tell a thread that is blocking to finish?
 - `accept()`
 - `read()`