

M01.5 - Threads Introduction

YiChen_2020_10_01

Threads - Introduction

Reserved words to know:

Synchronized

Volatile

Use the Java Thread programs shown in class as a starting point for this assignment.

Create static data to represent Dorothy, her favorite character and her favorite color.

```
public class Dorothy {  
    public enum OZpeople {SCARECROW, COWARDLYLION, TINMAN}  
    public enum OZcolors {BROWN, YELLOW, SILVER}  
  
    private static OZpeople likes;  
    private static OZcolors color;  
}
```

Create threads for the Tin Man (Silver), Scarecrow (Brown), and Cowardly Lion (Yellow), that each set Dorothy's favorite character to themselves, and a color.

```
16 public static void main(String[] args) {  
17     thread a = new thread(Dorothy.OZpeople.TINMAN, Dorothy.OZcolors.SILVER); // create thread object // call the object a  
18     a.start();  
19  
20     thread b = new thread(Dorothy.OZpeople.SCARECROW, Dorothy.OZcolors.BROWN); // create thread object // call the object b  
21     b.start();  
22  
23     thread c = new thread(Dorothy.OZpeople.COWARDLYLION, Dorothy.OZcolors.YELLOW); // create thread object // call the object c  
24     c.start();  
25 }
```

```

public class thread extends Thread {

    /**
     * This copy of data to use to overwrite
     */
    public Dorothy.OZpeople character;
    public Dorothy.OZcolors color;

    /**
     * thread receives person information
     * @param character character
     * @param color color
     */
    public thread(Dorothy.OZpeople character, Dorothy.OZcolors color) {
        this.character = character;
        this.color = color;
    }

    /**
     * Loop setting character, color etc.. into static area.
     */
    @Override
    public void run() {
        System.out.println("Start thread " + this.character);           //print start() thread when called
        try {
            for (int i = 0; i < 1000; i++) {
                Dorothy.setStaticThreadperson(this.character, this.color);
                //System.out.println("Loop thread " + i + " " + this.name);
                Thread.sleep( millis: 30);
            }
        } catch (Exception e) {
            System.out.println("Exception: " + e.getMessage());
        }
    }
}

```

You must use an Enumeration for the color.

```

public class Dorothy {
    public enum OZpeople {SCARECROW, COWARDLYLION, TINMAN}
    public enum OZcolors {BROWN, YELLOW, SILVER}
}

```

Have 2 versions of the program

Version 1: no thread locking....the data is constantly corrupted when printed from the main line.

```
    */
    public static String getStaticThreadperson() {
        return "favoriteCharacter= " + Dorothy.favoriteCharacter + " favoriteColor= " + Dorothy.favoriteColor;
    }

    /**
     * Set the static fields here.
     *
     * @param favoriteCharacter
     * @param favoriteColor
     */
    public static void setStaticThreadperson(0Zpeople favoriteCharacter, 0Zcolors favoriteColor) {
        //public synchronized static void setStaticThreadperson(0Zpeople favoriteCharacter, 0Zcolors favoriteColor) {
        Dorothy.favoriteCharacter = favoriteCharacter;
        mySleep( d: 20);
        Dorothy.favoriteColor = favoriteColor;
        mySleep( d: 20);
    }
}

// ...

public static void main(String[] args) {
    // create thread object // call the object a
    thread a = new thread(Dorothy.0Zpeople.TINMAN, Dorothy.0Zcolors.SILVER);
    a.start();

    // create thread object // call the object b
    thread b = new thread(Dorothy.0Zpeople.SCARECROW, Dorothy.0Zcolors.BROWN);
    b.start();

    // create thread object // call the object c
    thread c = new thread(Dorothy.0Zpeople.COWARDLYLION, Dorothy.0Zcolors.YELLOW);
    c.start();
}

// ...

Run: dorthy x
"C:\Users\Yi Chen\jdk\openjdk-14.0.1\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2020.1.1\lib\idea_rt.jar=49342:C:\Program Files\JetBrains\IntelliJ IDE
Start thread TINMAN
Start thread SCARECROW
Start thread COWARDLYLION
favoriteCharacter= TINMAN favoriteColor= null
favoriteCharacter= TINMAN favoriteColor= BROWN
favoriteCharacter= TINMAN favoriteColor= BROWN
favoriteCharacter= TINMAN favoriteColor= BROWN
favoriteCharacter= TINMAN favoriteColor= BROWN
favoriteCharacter= TINMAN favoriteColor= BROWN
favoriteCharacter= COWARDLYLION favoriteColor= BROWN
favoriteCharacter= COWARDLYLION favoriteColor= BROWN
favoriteCharacter= COWARDLYLION favoriteColor= BROWN
Process finished with exit code 0
```

Version 2: thread safe...the data is always fully one set or another, never a combination.

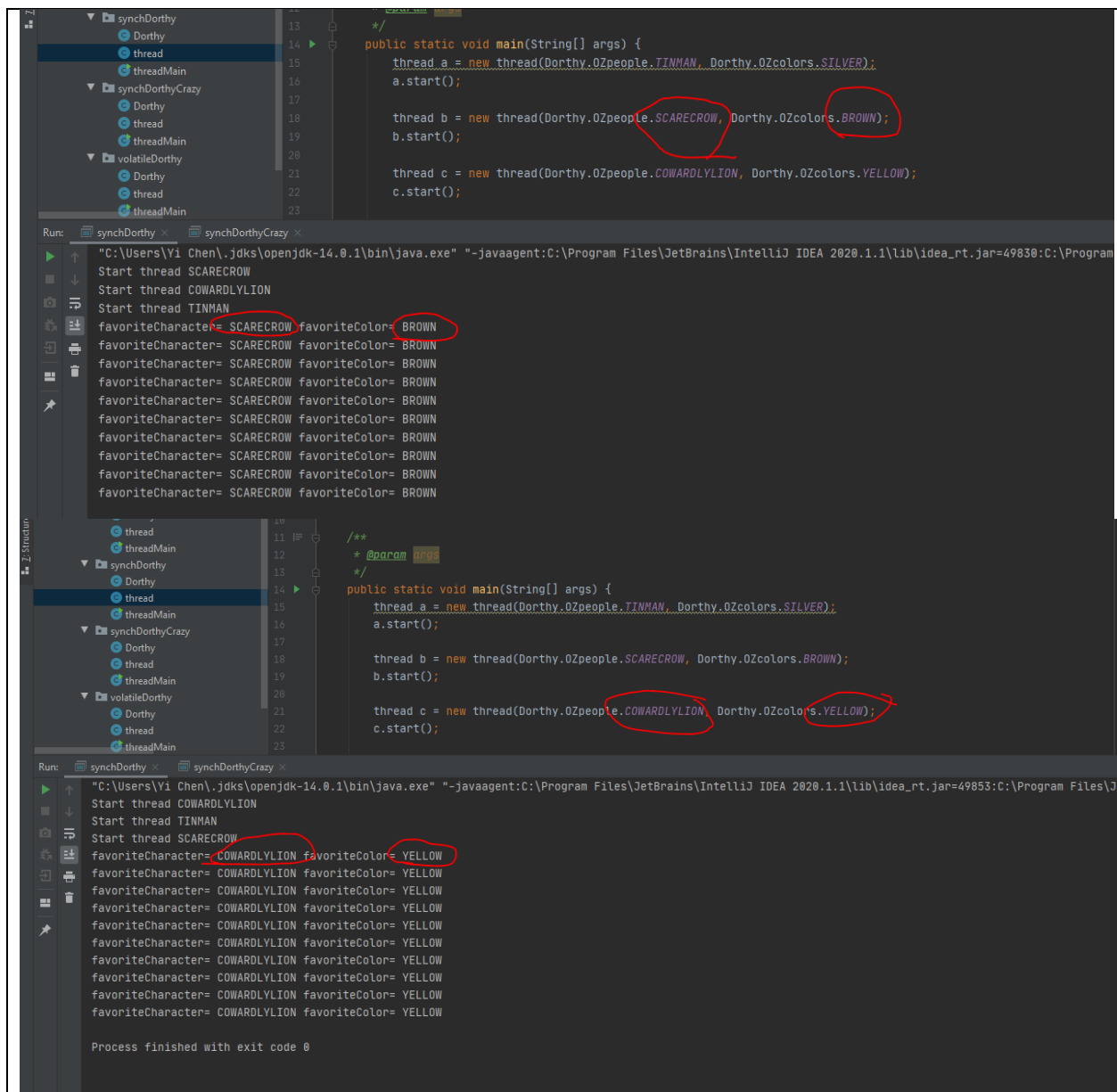
```
13 14 15 16 17 18 19 20 21 22 23
synchronDorthy
Dorthy
thread
threadMain
synchronDorthyCrazy
Dorthy
thread
threadMain
volatileDorthy
Dorthy
thread
threadMain

13 14 15 16 17 18 19 20 21 22 23
public static void main(String[] args) {
    /*
    thread a = new thread(Dorthy.02people.TINMAN, Dorthy.02colors.SILVER);
    a.start();

    thread b = new thread(Dorthy.02people.SCARECROW, Dorthy.02colors.BROWN);
    b.start();

    thread c = new thread(Dorthy.02people.COWARDLYLION, Dorthy.02colors.YELLOW);
    c.start();
}
```

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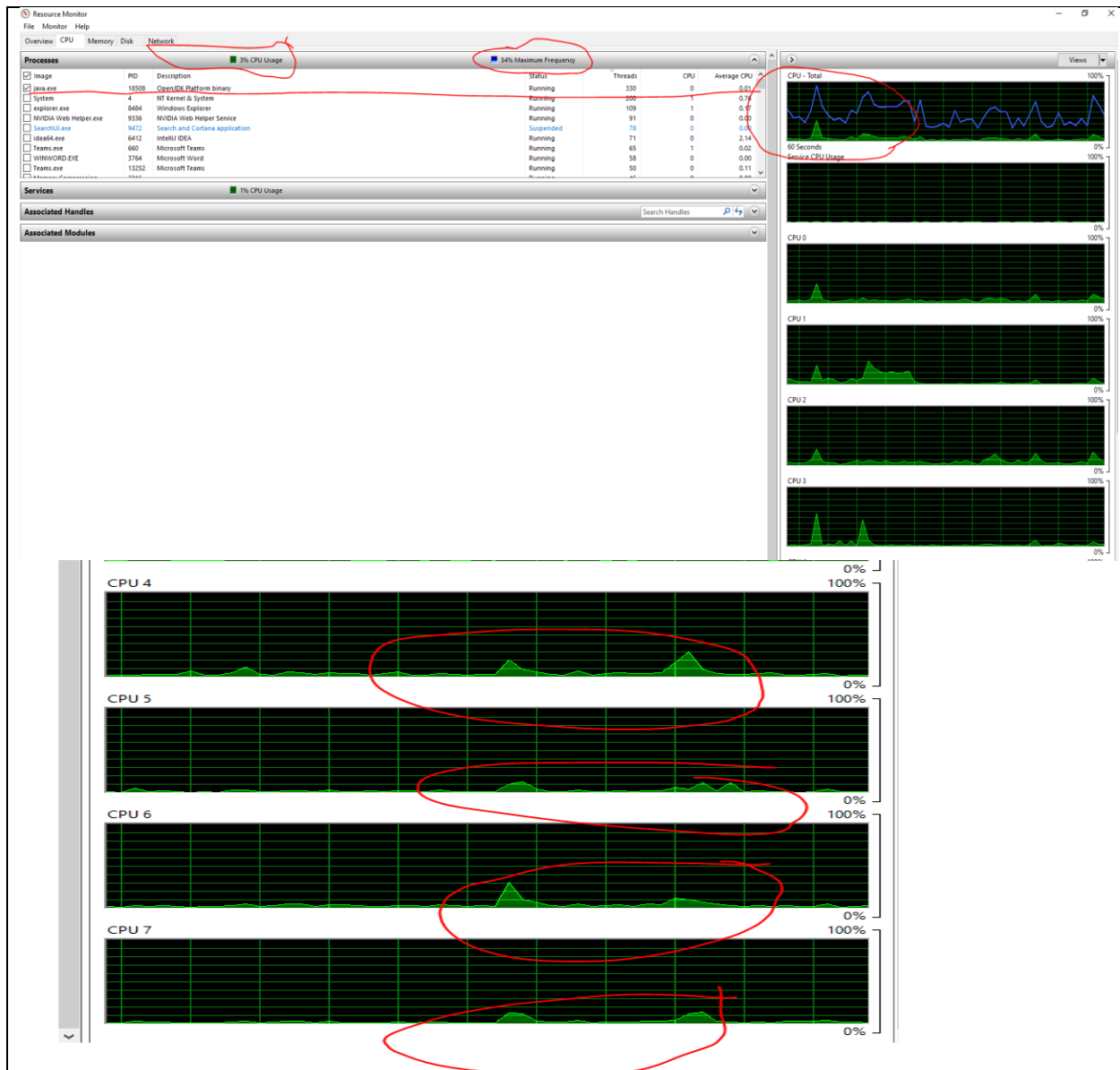


Just three threads is not enough, you'll need about 100 or more of each (Tin Man, Scarecrow, and Cowardly Lion), all trying to be Dorothy's favorite. Use an appropriate collection(s) for this.

```
14 public static void main(String[] args) {
15     for (int i = 0; i < 100; i++) {
16         thread a = new thread(Dorthy.0Zpeople.TINMAN, Dorthy.0Zcolors.SILVER);
17         a.start();
18     }
19
20     for (int i = 0; i < 100; i++) {
21         thread b = new thread(Dorthy.0Zpeople.SCARECROW, Dorthy.0Zcolors.BROWN);
22         b.start();
23     }
24
25     for (int i = 0; i < 100; i++) {
26         thread c = new thread(Dorthy.0Zpeople.COWARDLYLION, Dorthy.0Zcolors.YELLOW);
27         c.start();
28     }
29
30     for (int i = 0; i < 100; i++) {
31         try {
32             Thread.sleep( millis: 10);
33             System.out.println(Dorthy.getStaticThreadperson());
34             //String s = Data.getStaticThreadperson();
35         } catch (InterruptedException e1) {
36             // TODO Auto-generated catch block
37             e1.printStackTrace();
38         }
39     }
40 }
```

SHOW:

Run Resource Monitor or Performance Monitor (PERFMON) or Task Manager and show how much the PC resources are being stressed. Place screen capture in git folder.



It isn't easy, but show that the unprotected Dorothy gets corrupted, and the protected Dorothy is not corrupted.

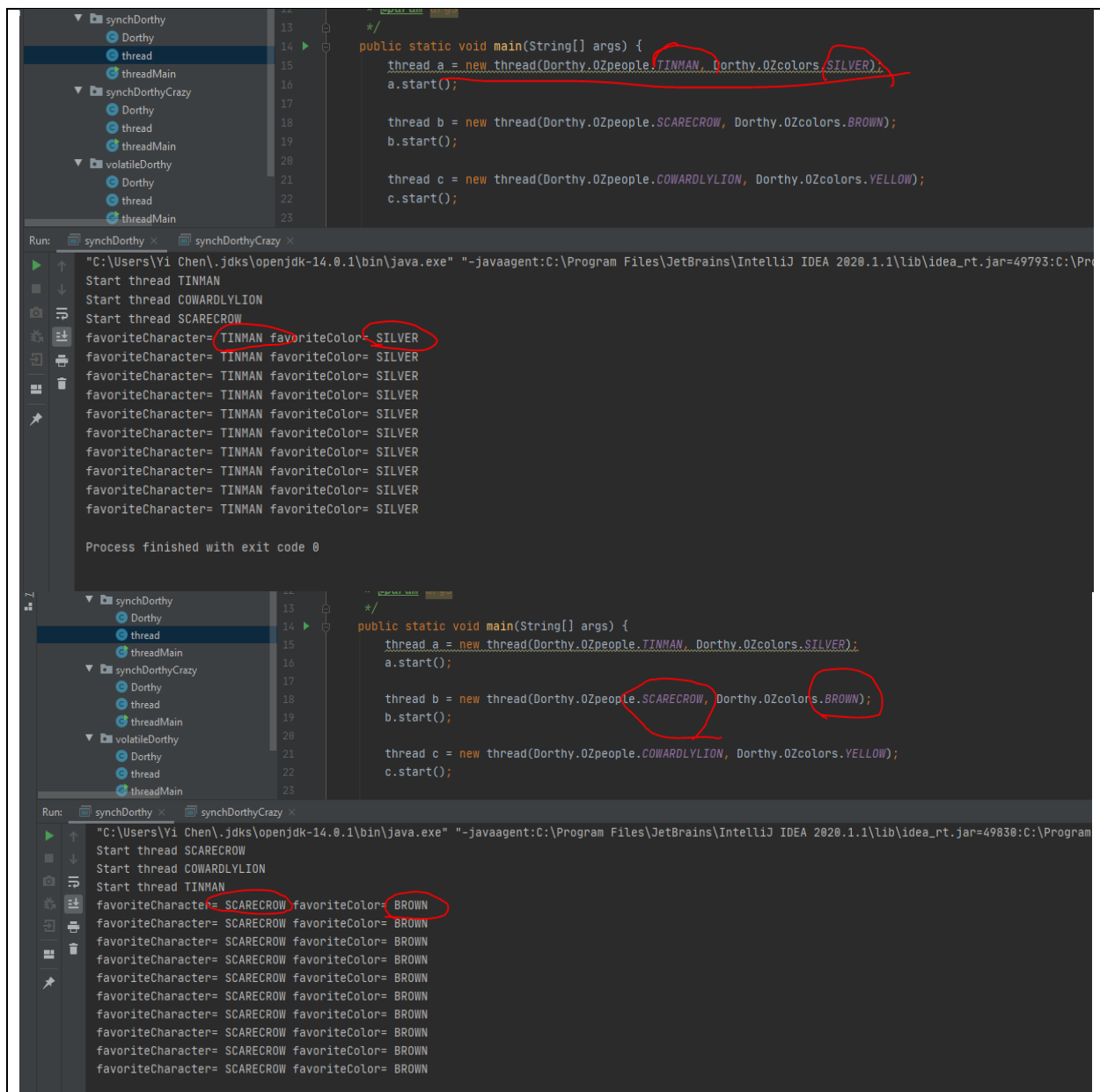
Dorothy gets corrupted

```
public static void main(String[] args) {  
    thread a = new thread(Dorothy.02people.TINMAN, Dorothy.02colors.SILVER); // create thread object // call the object a  
    a.start();  
  
    thread b = new thread(Dorothy.02people.SCARECROW, Dorothy.02colors.BROWN); // create thread object // call the object b  
    b.start();  
  
    thread c = new thread(Dorothy.02people.COWARDLYLION, Dorothy.02colors.YELLOW); // create thread object // call the object c  
    c.start();  
}
```

Run: dorothy

```
"C:\Users\Yi Chen\.jdk\openjdk-14.0.1\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2020.1.1\lib\idea_rt.jar=49342:C:\Program Files\JetBrains\IntelliJ IDE  
Start thread TINMAN  
Start thread SCARECROW  
Start thread COWARDLYLION  
favoriteCharacter= TINMAN favoriteColor= null  
favoriteCharacter= TINMAN favoriteColor= BROWN  
favoriteCharacter= TINMAN favoriteColor= BROWN  
favoriteCharacter= TINMAN favoriteColor= BROWN  
favoriteCharacter= TINMAN favoriteColor= BROWN  
favoriteCharacter= TINMAN favoriteColor= BROWN  
favoriteCharacter= COWARDLYLION favoriteColor= BROWN  
favoriteCharacter= COWARDLYLION favoriteColor= BROWN  
favoriteCharacter= COWARDLYLION favoriteColor= BROWN  
Process finished with exit code 0
```

Dorothy is not corrupted



The screenshot shows the IntelliJ IDEA IDE. The top pane displays the source code of a Java program. The code defines a `main` method that creates three threads: `thread a` (Dorothy.OZpeople.TINMAN, Dorothy.OZcolors.SILVER), `thread b` (Dorothy.OZpeople.SCARECROW, Dorothy.OZcolors.BROWN), and `thread c` (Dorothy.OZpeople.COWARDLYLION, Dorothy.OZcolors.YELLOW). The code is annotated with `/** @param args */`. The bottom pane shows the output of the program, which prints the favorite character and color for each thread. The output is: `Start thread COWARDLYLION`, `Start thread TINMAN`, `Start thread SCARECROW`, followed by ten lines of `favoriteCharacter= COWARDLYLION favoriteColor= YELLOW`. The process finished with exit code 0.

```
11 12 13 14 15 16 17 18 19 20 21 22 23
/**
 * @param args
 */
public static void main(String[] args) {
    thread a = new thread(Dorothy.OZpeople.TINMAN, Dorothy.OZcolors.SILVER);
    a.start();

    thread b = new thread(Dorothy.OZpeople.SCARECROW, Dorothy.OZcolors.BROWN);
    b.start();

    thread c = new thread(Dorothy.OZpeople.COWARDLYLION, Dorothy.OZcolors.YELLOW);
    c.start();
}
```

Run: synchDorothy x synchDorothyCrazy x
"C:\Users\Yi Chen\jdk\openjdk-14.0.1\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2020.1.1\lib\idea_rt.jar=49853:C:\Program Files\J
Start thread COWARDLYLION
Start thread TINMAN
Start thread SCARECROW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
favoriteCharacter= COWARDLYLION favoriteColor= YELLOW
Process finished with exit code 0

Upload your movie showing (and explaining) your running output and code.

Submit Artifacts for marking:

You will be asked to explain your code in class during a code review. Be prepared to demonstrate your code, and answer questions.

your code into the git server, using a branch labeled PROG2200-Mxx (where xx is the module number)

Submit a simple PDF with code and running output (no TOC, paragraphs, ...)

labeled PROG2200-Mxx

The screenshot shows a terminal window with the following commands and output:

```
Yi Chen@DESKTOP-HUATEIC MINGW64 /c/git/w0443276/PROG2200/M01.5 - Threads Introduction ((364ce62...))
$ git branch -l
* (HEAD detached at origin/master)
M01.5-ThreadsIntroduction
master
```

MINGW64: /c/git/w0443276/PROG2200/M01.5 - Threads Introduction

\$ git add -A

Yi Chen@DESKTOP-HUATEIC MINGW64 /c/git/w0443276/PROG2200/M01.5 - Threads Introduction (master)

\$ git commit -m "git branch M01.5 - Threads Introduction"

[master 364ce62] git branch M01.5 - Threads Introduction

38 files changed, 704 insertions(+)

create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/.idea/.gitignore
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/.idea/misc.xml
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/.idea/modules.xml
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/.idea/uiDesigner.xml
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/M01.5 - Threads Introduction.iml
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/META-INF/M01.5 - Threads Introduction.kotlin_module
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/dorthy/Dorthy\$OZcolors.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/dorthy/Dorthy\$OZpeople.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/dorthy/Dorthy.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/dorthy/thread.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/dorthy/threadMain.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/synchDorthy/Dorthy\$OZcolors.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/synchDorthy/Dorthy\$OZpeople.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/synchDorthy/Dorthy.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/synchDorthy/thread.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/synchDorthy/threadMain.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/volatileDorthy/Dorthy\$OZcolors.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/volatileDorthy/Dorthy.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/volatileDorthy/thread.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/out/production/M01.5 - Threads Introduction/com/volatileDorthy/threadMain.class
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/dorthy/Dorthy.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/dorthy/thread.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/dorthy/threadMain.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/synchDorthy/Dorthy.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/synchDorthy/thread.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/synchDorthy/threadMain.java
create mode 100644 PROG2200/M01.5 - Threads Introduction/M01.5 - Threads Introduction/src/com/synchDorthyCrazy/Dorthy.java