

Threads : Java



What is a Thread?

- **facility to allow multiple activities to coexist within a single process.**
- **Represents a separate path of execution of a group of statements**
- Java is the first language to include threading within the language, rather than treating it as a facility of the OS
- **Video Game example**
 - 1.one thread for graphics
 - 2.one thread for user interaction
 - 3.one thread for networking
- **Server Example**
 - 1.Do various jobs
 - 2.Handle Several Clients

Main Thread

- ❑ Default Thread in any Java Program
- ❑ JVM uses to execute program statements
- Program To Find the Main Thread

Class Current

```
{  
    public static void main(String args[])  
    {  
        Thread t=Thread.currentThread();  
        System.out.println("Current Thread: "+t);  
        System.out.println("Name is: "+t.getName());  
    }  
}
```

Output:

C:\> javac Current.java

C:\> java Current

Current Thread: Thread[main,5,main]

Name is: main

Threads in Java

Creating threads in Java:

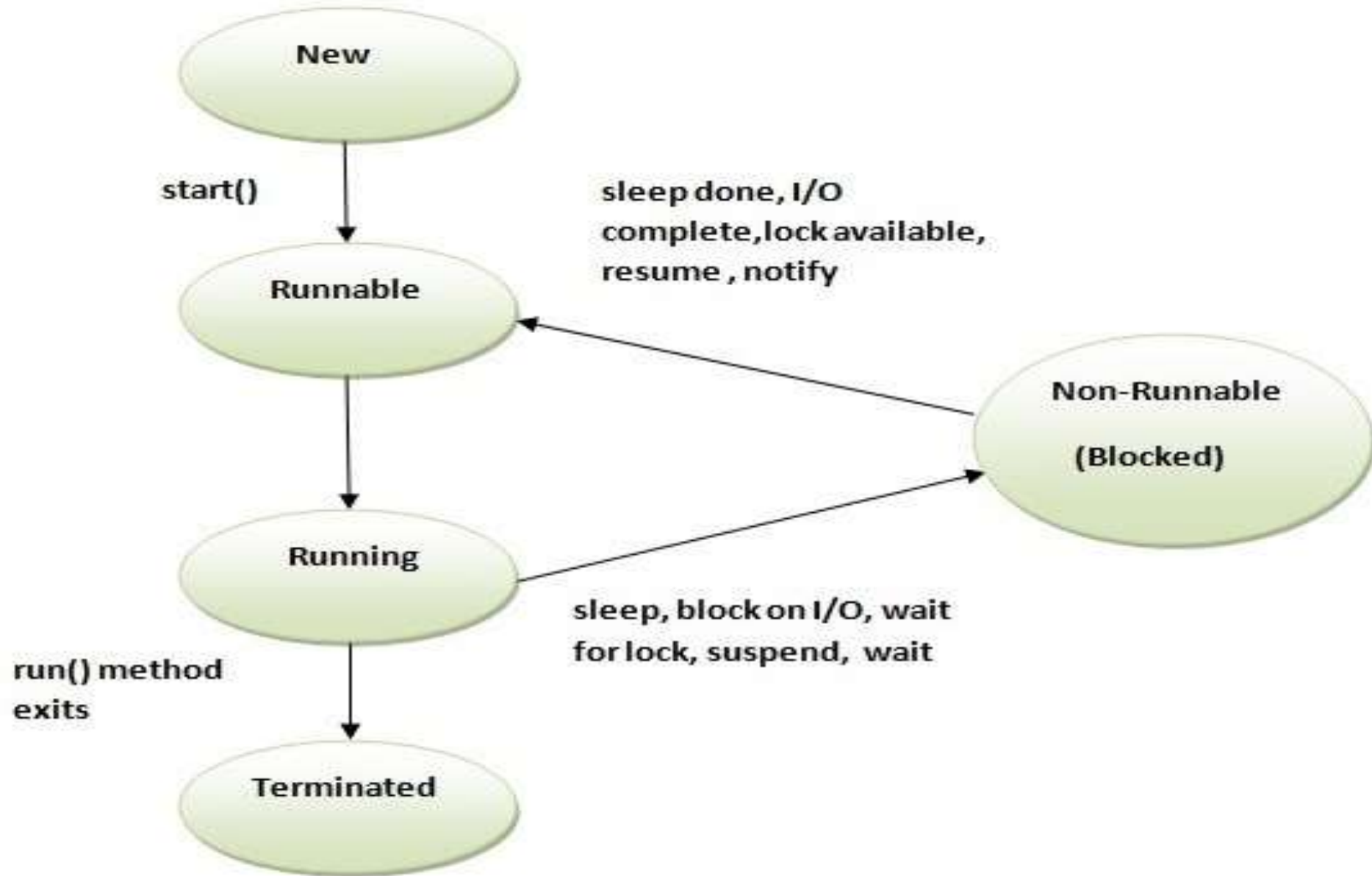
➡ Extend `java.lang.Thread` class

- ❑ `run()` method must be overridden (similar to main method of sequential program)
- ❑ `run()` is called when execution of the thread begins
- ❑ A thread terminates when `run()` returns
- ❑ `start()` method invokes `run()`

OR

➡ Implement `java.lang.Runnable` interface

Life cycle of a Thread





☐ **New**

The thread is in new state if you create an instance of Thread class but before the invocation of start() method.

☐ **Runnable**

The thread is in runnable state after invocation of start() method, but the thread scheduler has not selected it to be the running thread.

☐ **Running**

The thread is in running state if the thread scheduler has selected it.

☐ **Non-Runnable (Blocked)**

This is the state when the thread is still alive, but is currently not eligible to run.

☐ **Terminated**

A thread is in terminated or dead state when its run() method exits.

Thread Priority

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- Each thread is assigned a default priority of `Thread.NORM_PRIORITY` (constant of 5).
- You can reset the priority using `setPriority(int priority)`.
- Some constants for priorities include:
 - `Thread.MIN_PRIORITY`
 - `Thread.MAX_PRIORITY`
 - `Thread.NORM_PRIORITY`
- By default, a thread has the priority level of the thread that created it.

❖ Thread Synchronization

A shared resource may be corrupted if it is accessed simultaneously by multiple threads.

Example: two unsynchronized threads accessing the same bank account may cause conflict.

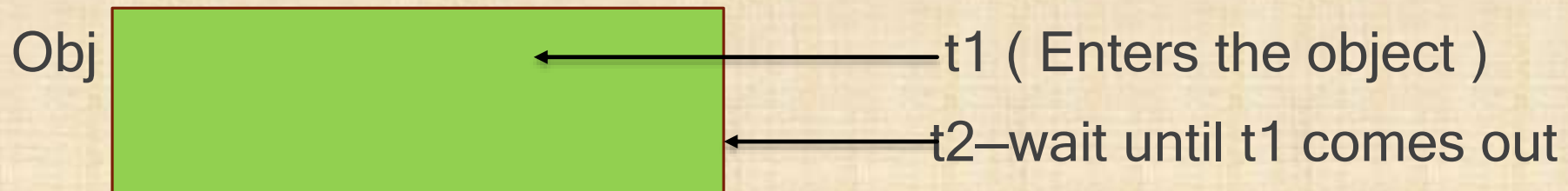
- Known as a *race condition* in multithreaded programs.
- ❑ A *thread-safe* class does not cause a race condition in the presence of multiple threads.

Synchronized

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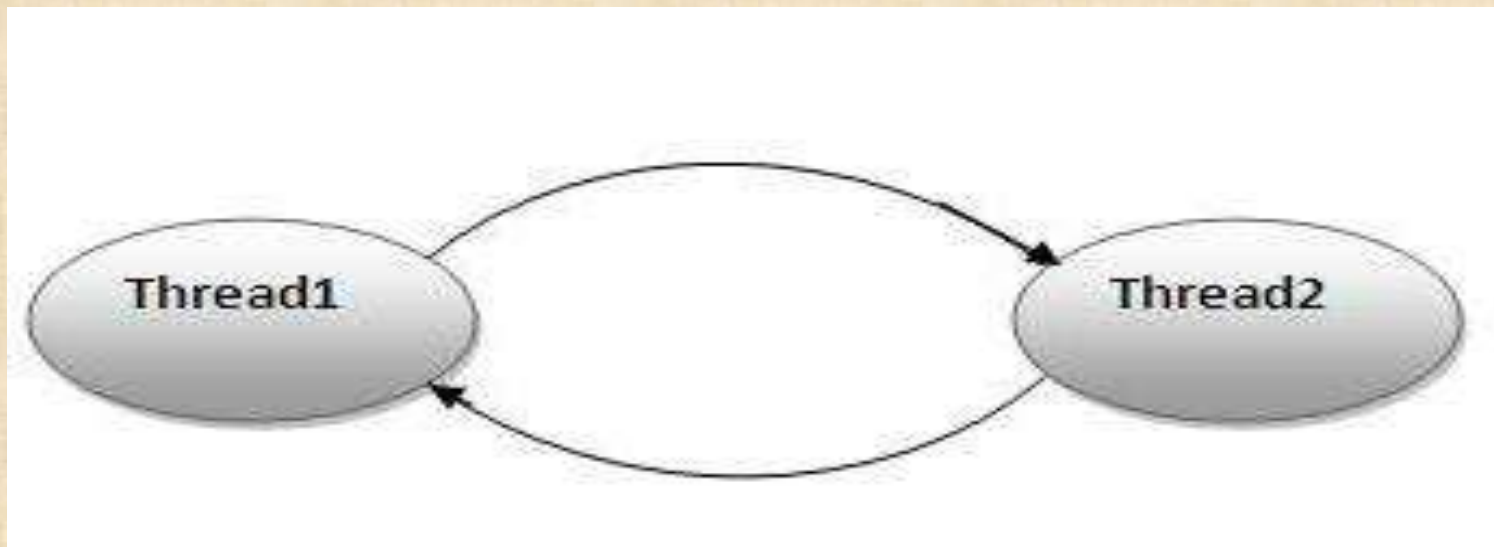
- ➡ **Problem** : race conditions
- ➡ **Solution** : give exclusive access to one thread at a time to code that manipulates a shared object.
- ➡ Synchronization keeps other threads waiting until the object is available.
- ➡ The synchronized keyword synchronizes the method so that only one thread can access the method at a time.

```
public synchronized void xMethod() {  
    // method body  
}
```



Deadlock :

- ❑ a part of multithreading
- ❑ can occur when a thread is waiting for an object lock, that is acquired by another thread and second thread is waiting for an object lock that is acquired by first thread
- ❑ Since, both threads are waiting for each other to release the lock, the condition is called deadlock



Preventing Deadlock

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- ❑ Deadlock can be easily avoided by resource ordering.
- ❑ With this technique, assign an order on all the objects whose locks must be acquired and ensure that the locks are acquired in that order.

❑ Example:

Thread 1:

lock A

lock B

Thread 2:

wait for A

lock C (when A is locked)

Thread 3:


wait for A

wait for B

wait for C



Advantages of Threads:

- easier to program
 - provide better performance
 - allow any program to perform multiple tasks at once.
 - multiple threads can share resources
 - an Internet-aware language such as Java, this is a very important tool
- 



References

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**End of Module
Thank You**