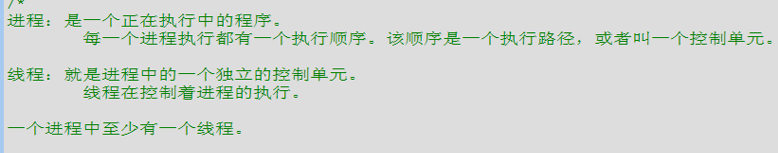
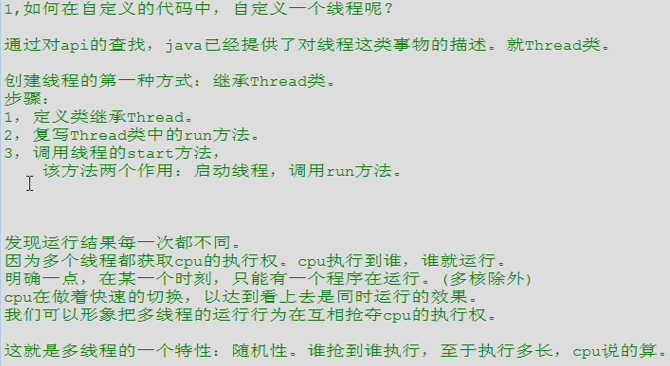
1.多线程

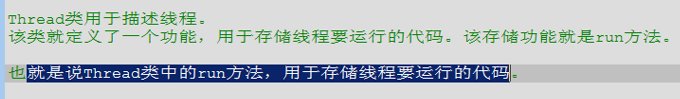
 

2.多线程存在的意义（提高效率）

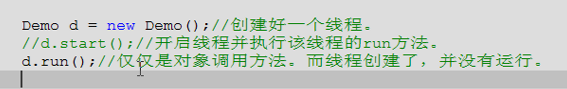
3.如何在自定义的代码中自定义一个线程呢？



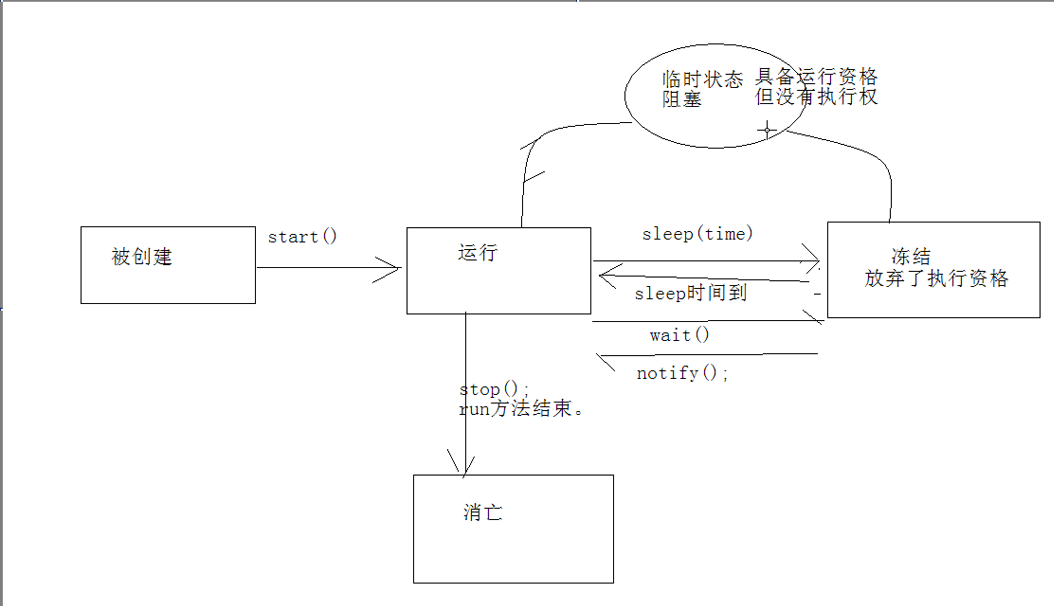
4.为什么要覆盖run方法？



5.Start和run的区别

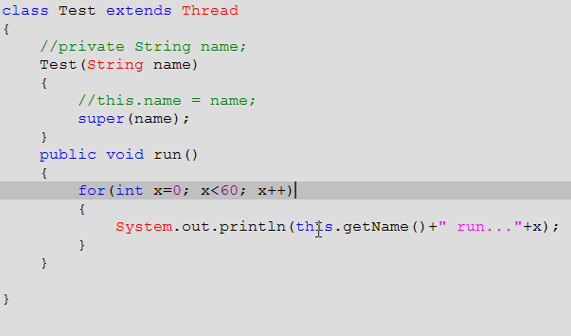
****

**6.线程的状态（5个）**

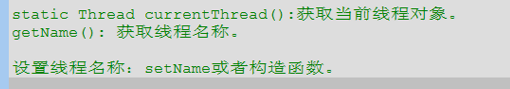
****

**7.线程都有自己默认的名称。Thread-编号，该编号从0开始。**

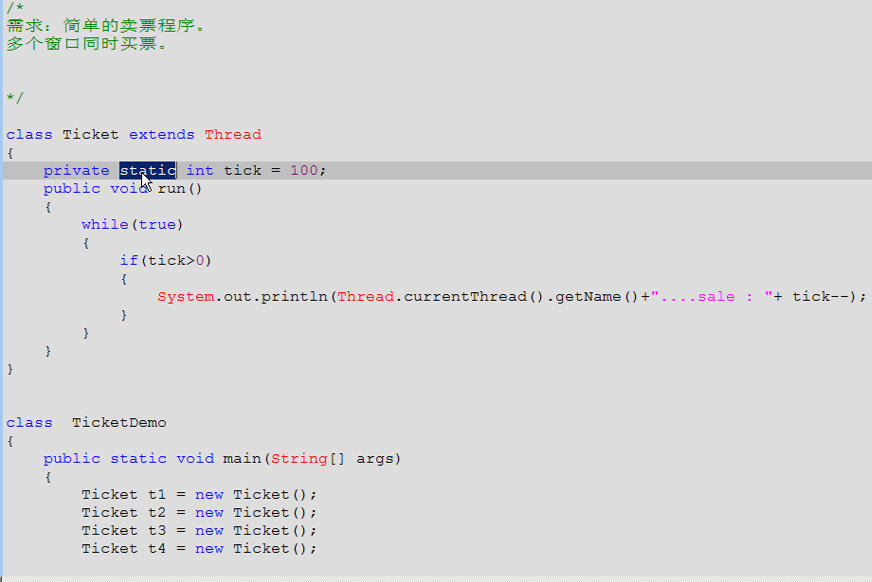
**8.自定义线程名称**

****

**9.线程的常用方法**

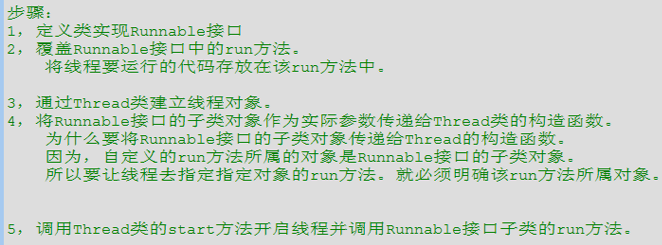
****

**10.售票实例**

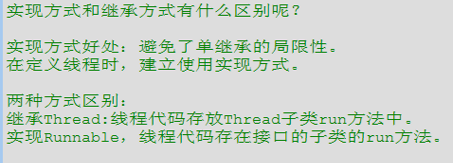
****

**上图中如果没有static，就会出现多个相同的票被卖出。**

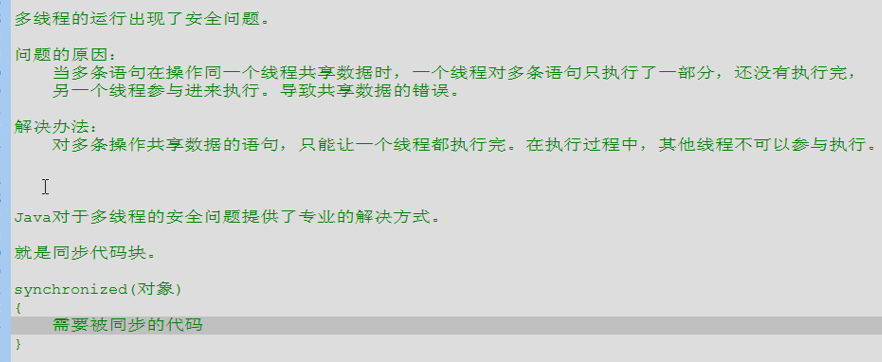
**11.Runnable接口**

****

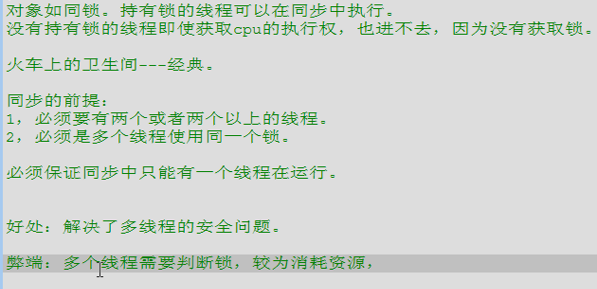
**12.二者区别**

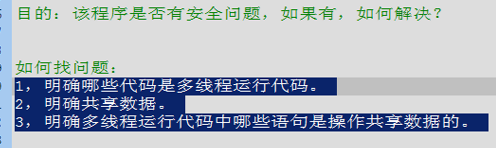
****

**13.多线程的安全问题**

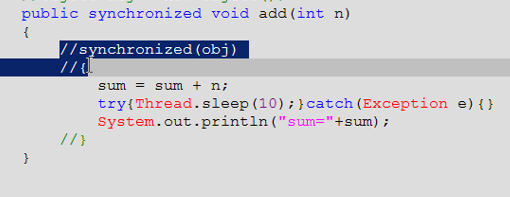
****

**14.多线程同步块，其实就是锁。进去锁，执行完释放锁。**

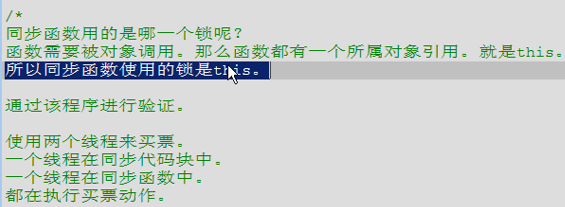
****

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**15.函数同步代码和代码块同步代码**

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**16.同步函数用的锁是this**

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