

Synchronization in Java

Synchronization in java is the capability *to control the access of multiple threads to any shared resource*.

Java Synchronization is better option where we want to allow only one thread to access the shared resource.

Why use Synchronization

The synchronization is mainly used to

To prevent thread interference.

To prevent consistency problem.

Concept of Lock in Java

Synchronization is built around an internal entity known as the lock or monitor. Every object has an lock associated with it. By convention, a thread that needs consistent access to an object's fields has to acquire the object's lock before accessing them, and then release the lock when it's done with them.

From Java 5 the package `java.util.concurrent.locks` contains several lock implementations.

Understanding the problem without Synchronization

In this example, there is no synchronization, so output is inconsistent. Let's see the example:

```
class Table{
void printTable(int n){//method not synchronized
    for(int i=1;i<=5;i++){
        System.out.println(n*i);
        try{
            Thread.sleep(400);
        }catch(Exception e){System.out.println(e);}
    }
}

class MyThread1 extends Thread{
    Table t;
    MyThread1(Table t){
        this.t=t;
    }
    public void run(){
        t.printTable(5);
    }
}
```

```

class MyThread2 extends Thread{
    Table t;
    MyThread2(Table t){
        this.t=t;
    }
    public void run(){
        t.printTable(100);
    }
}

class TestSynchronization1{
    public static void main(String args[]){
        Table obj = new Table();//only one object
        MyThread1 t1=new MyThread1(obj);
        MyThread2 t2=new MyThread2(obj);
        t1.start();
        t2.start();
    }
}

```

Output: 5 100 10 200 15 300 20
400 25 500

Java synchronized method

If you declare any method as synchronized, it is known as synchronized method.

Synchronized method is used to lock an object for any shared resource.

When a thread invokes a synchronized method, it automatically acquires the lock for that object and releases it when the thread completes its task.

//example of java synchronized method

```

class Table{
    synchronized void printTable(int n){//synchronized method
        for(int i=1;i<=5;i++){
            System.out.println(n*i);
            try{
                Thread.sleep(400);
            }catch(Exception e){System.out.println(e);}
        }
    }
}

class MyThread1 extends Thread{
    Table t;
    MyThread1(Table t){
        this.t=t;
    }
    public void run(){

```

```

t.printTable(5);
}

}

class MyThread2 extends Thread{
    Table t;
    MyThread2(Table t){
        this.t=t;
    }
    public void run(){
        t.printTable(100);
    }
}

public class TestSynchronization2{
    public static void main(String args[]){
        Table obj = new Table();//only one object
        MyThread1 t1=new MyThread1(obj);
        MyThread2 t2=new MyThread2(obj);
        t1.start();
        t2.start();
    }
}

Output: 5      10      15      20      25      100      200      300
400      500

```

Example of synchronized method by using anonymous class

In this program, we have created the two threads by anonymous class, so less coding is required.

//Program of synchronized method by using anonymous class

```

class Table{
    synchronized void printTable(int n){//synchronized method
        for(int i=1;i<=5;i++){
            System.out.println(n*i);
            try{
                Thread.sleep(400);
            }catch(Exception e){System.out.println(e);}
        }
    }
}

```

```

public class TestSynchronization3{
0.     public static void main(String args[]){
1.         final Table obj = new Table();//only one object
2.
3.         Thread t1=new Thread(){

```

```
4.     public void run(){
5.         obj.printTable(5);
6.     }
7.     };
8.     Thread t2=new Thread(){
9.         public void run(){
10.            obj.printTable(100);
11.        }
12.    };
13.
14.    t1.start();
15.    t2.start();
16.    }
17.    }
```

Output: 5 10 15 20 25 100 200 300
400 500