

3. Write a program in Java to demonstrate synchronization

```
package AssistedPracticeProject;

import java.io.*;
import java.util.*;
class Sender
{
    public void send(String msg)
    {
        System.out.println("Sending\t" + msg );
        try
        {
            Thread.sleep(500);
        }
        catch (Exception e)
        {
            System.out.println("Thread interrupted.");
        }
        System.out.println("\n" + msg + "Sent");
    }
}

class ThreadedSend extends Thread
{
    private String msg;
    private Thread t;
    Sender sender;
    ThreadedSend(String m, Sender obj)
    {
        msg = m;
        sender = obj;
    }

    public void run()
    {
        synchronized(sender)
        {
            sender.send(msg);
        }
    }
}

package AssistedPracticeProject;

public class SyncDemo {
    public static void main(String args[])
    {
        Sender snd = new Sender();
        ThreadedSend S1 =
            new ThreadedSend( " How are You " , snd );
        ThreadedSend S2 =
            new ThreadedSend( " Fine,Thank you " , snd );
        S1.start();
        S2.start();
        try
        {
            S1.join();
            S2.join();
        }
    }
}
```

```
    }  
    catch (Exception e)  
    {  
        System.out.println("Interrupted");  
    }  
}  
}
```

Output:

