Multithreading

1. Sleep() method : This method causes the currently executing thread to sleep for the specified number of milliseconds, subject to the precision and accuracy of system timers and schedulers.

// sleep for the specified number of milliseconds

public static void sleep(long millis) throws InterruptedException

//sleep for the specified number of milliseconds plus nano seconds

public static void sleep(long millis, int nanos)

throws InterruptedException

1. Yield () : public static native void yield()

Join() : // waits for this thread to die.

public final void join() throws InterruptedException

// waits at most this much milliseconds for this thread to die

public final void join(long millis)

throws InterruptedException

// waits at most milliseconds plus nanoseconds for this thread to die.

The java.lang.Thread.join(long millis, int nanos)

ThreadPool

Executors

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ExecutorService

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ThreadPoolExecutor implements ExecutorService

<https://javarevisited.blogspot.com/2013/07/how-to-create-thread-pools-in-java-executors-framework-example-tutorial.html>

<https://javarevisited.blogspot.com/2017/02/difference-between-executor-executorservice-and-executors-in-java.html>

<https://dzone.com/articles/getting-the-most-out-of-the-java-thread-pool>

Runnable ,callable and future interface