

class A

{ synchronized void foo (B b)

{ String name = Thread.currentThread().getName();

System.out.println (name + "entered A.foo");

try

{ Thread.sleep(1000);

}

catch (Exception e)

{ System.out.println ("A Interrupted");

}

System.out.println (name + "trying to call B.last()");

b.last();

}

void last()

{ System.out.println ("Inside A.last");

}

}

class B

{

synchronized void bar (A a)

{ String name = Thread.currentThread().getName();

System.out.println (name + "entered B.bar");

try

{ Thread.sleep(1000);

}

Catch (Exception e)

```
{  
    System.out.println("B Interrupted");  
}
```

```
{  
    System.out.println(name + "trying to call A.last()");  
    a.last();  
}
```

```
void last()
```

```
{  
    System.out.println("Inside A.last()");  
}
```

```
}
```

class Deadlock implements Runnable

```
{  
    A a = new A();  
    B b = new B();
```

```
    Deadlock()
```

```
{  
    Thread.currentThread().setName("MainThread");
```

```
    Thread t = new Thread(this, "RacingThread");  
    t.start();
```

```
    a.foo(b); //get lock on a in this thread  
    System.out.println("Back in main thread");
```

```
}  
  
public void run()
```

```
{  
    b.bar(a); //get lock on b in other thread  
    System.out.println("Back in other thread");  
}
```

```
public static void main (String args [])  
{  
    new Deadlock ();  
}
```

Output:

main Thread entered A.foo
Running Thread ~~may~~ entered B.bar
Running Thread trying to call B.last()
Inside A.last
Back in main thread
Back in other thread.

SfD
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