HW

Thread1

Thread 2 printing factorials of numbers

Printing tables of numbers

Two ways of thread creation ------

- 1. Extends Thread
- 2. Implements Runnable

Thread API ----

static method sleep				
Non static methods of Thread class setName, getName we can give a name to the thread, and get name of that thread				
Static method currentThread() it is useful to get thread object where Runnable is used				
non static method join current thread waits for the joined thread to terminate				
setDaemon non static method it will make the thread as daemon thread				
Daemon thread a thread that terminates automatically when all other non-daemon threads terminateservice thread				
setPriority , getPriority non static methods to set the priority of the thread				

HW

OVERRIDING Rules

In super class==>	public void f1()	public void f2() throws IOException	public void f3() throws Exception	void f4()	void f5()
In subclass	void f1() (default scope)	public void f2() throws Exception	public void f3() throws IOException	public void f4()	void f5() throws Exception
	CHECK if scope can be reduced in overridden method	CHECK if overridden method can throw more exceptions that superclass method	Check if overridden method can throw lesser exceptions than super class method	Check if scope can be expanded in overridden method	Check if overridden method can throw exceptions when superclass does not throw any

To share data using threads ------

HW -----

- 1. Write a class Account ---property balance, deposit, withdraw, showbalance, parameterized constructor
- 2. Write a Thread deposit
- 3. Write a Thread Withdraw
- 4. Write mainthread

We are seeing race condition

Solution to race condition --- mutual exclusion of critical section

Java uses **Monitors** for synchronization of threads

Monitors lock the critical section based on a lock

To mark the critical section we use a keyword called as synchronized

synchronized static method synchronized non static method synchronized block // MORE POPULAR

Java Monitors use objects as locks

static method uses ---- object of class Class as a lock non static method uses ---- "this" as a lock synchronized block ------ it uses any object passed to it as a lock

If two critical sections are using the same shared data then they should use same LOCK !!!

Monitors allow MUTEX ---- can be done using **synchronized** keyword Monitors also allow inter thread communication through **conditional wait** using-----

wait notify notifyAll

Balance = 5000

Withdraw thread wants 5100 --- can it withdraw ?? withdraw thread waits on the account object ---- in the wait state

After some time deposit runs and adds 1000 to the account
And it notifies all threads waiting on the account object

All the waiting threads return to ready queue

HW --- study the wait notify program discussed in class

Extra HW

Think or implement Producer Consumer Problem !!!

Producer

Bounded buffer --- Shared object **Hint**: class Tray { int[] = new int[5]} Consumer

Producer creates item and adds to the buffer Consumer consumes the item and removes from buffer

If tray is full producer waits
If tray is empty consumer waits

Both producer and consumer will notify the other threads

New Section 1 Page 3



