Labseet 02: Multi-threaded Java Application

Task 01: Create a Simple Thread Class

package thread;

import SimpleThread.java.SimpleThread;

public class Thread

public static void main (String[] args) {

SimpleThread thread1 = new SimpleThread ():

SimpleThread thread2 = new SimpleThread ();

thread1.start();

thread2.start();

}

}

package SimpleThread.java;

public class SimpleThread extends Thread {

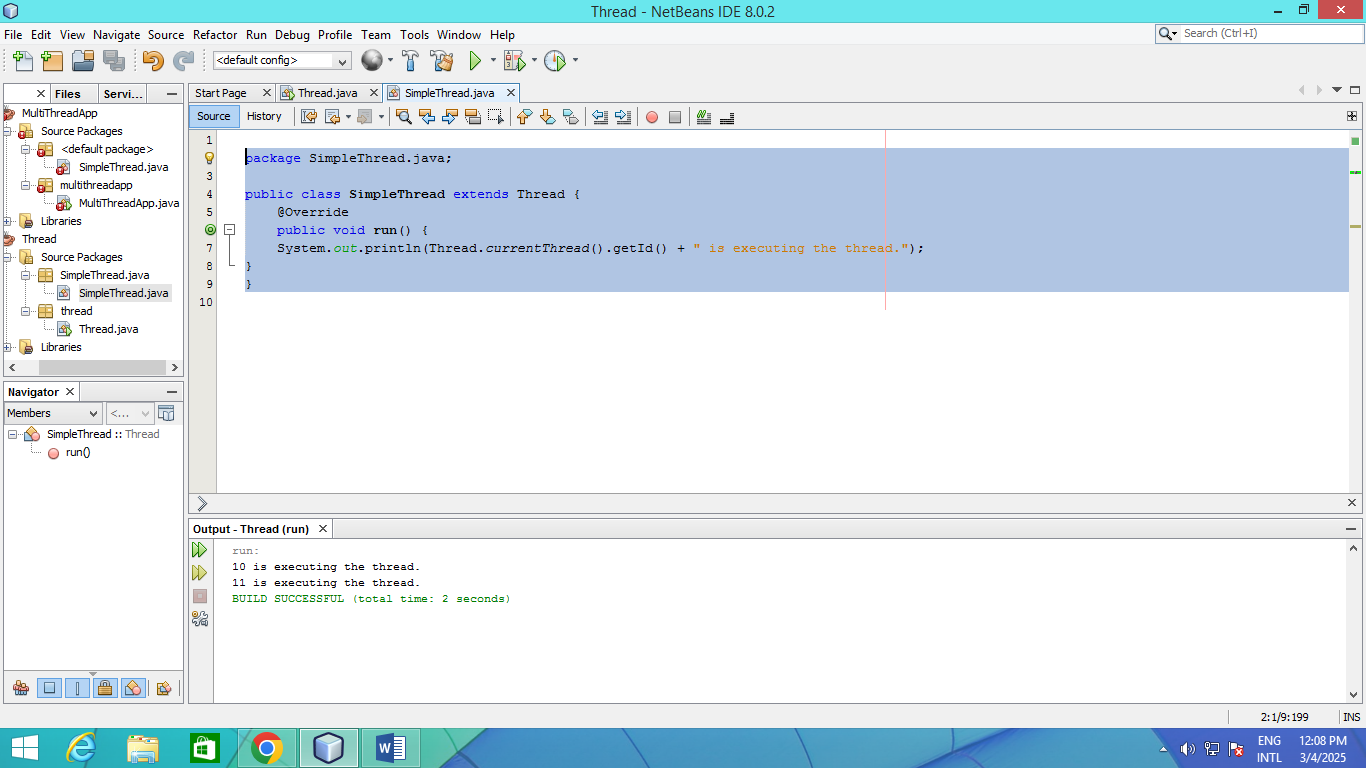
@Override

public void run () {

System.out.println (Thread.currentThread ().getId () + “is executing the thread.");

}

}



Task 02: Create a Runnable Class

package runnabletask;

public class RunnableTask implements Runnable {

@Override

public void run () {

System.out.println (Thread.currentThread ().getId () + “is executing the runnable task.");

}

public static void main (String [] args) {

RunnableTask task1 = new RunnableTask ();

RunnableTask task2 = new RunnableTask ();

Thread thread1 = new Thread (task1);

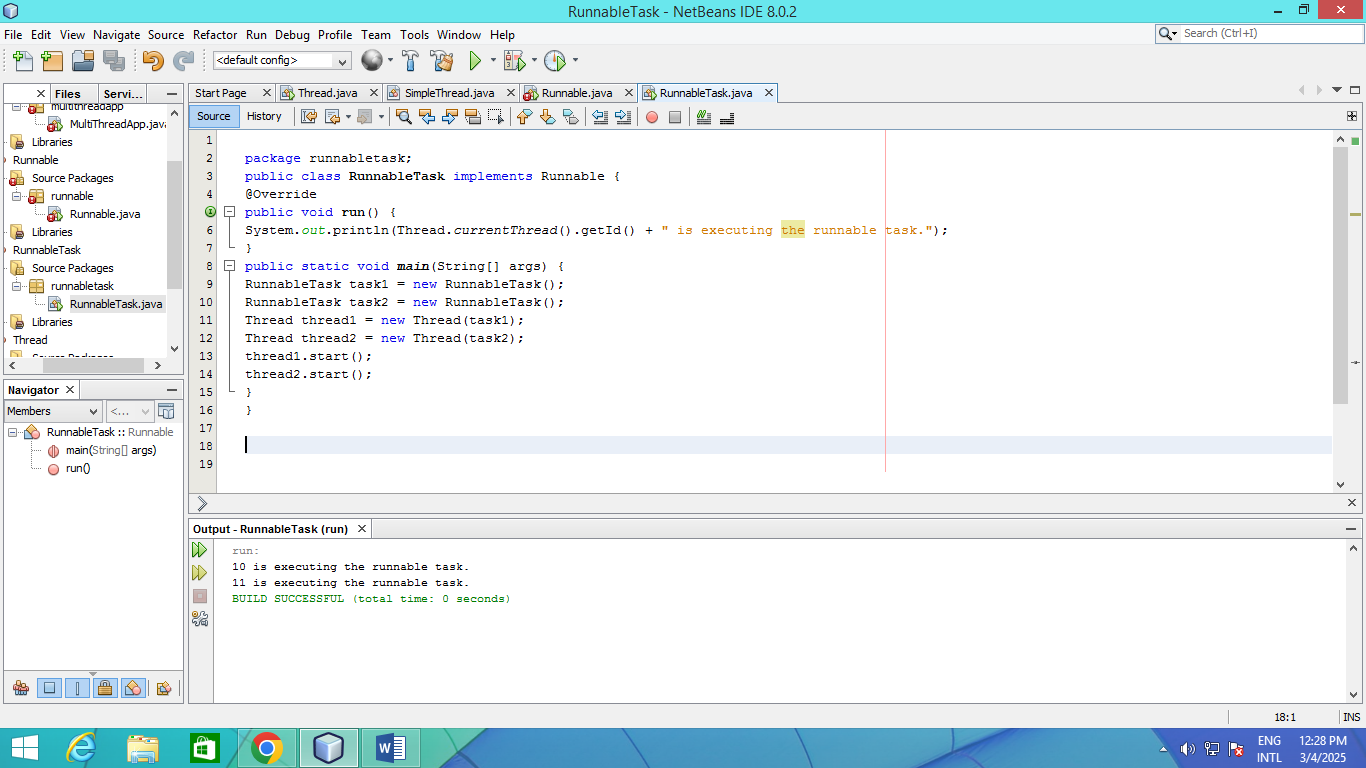
Thread thread2 = new Thread(task2);

thread1.start ();

thread2.start ();

}

}



Task 03: Synchronizing Threads

class Counter {

private int count = 0;

// Synchronized method to ensure thread-safe access to the counter

public synchronized void increment() {

count++;

}

public int getCount() {

return count;

}

}

public class SynchronizedExample extends Thread {

private Counter counter;

public SynchronizedExample(Counter counter) {

this.counter = counter;

}

@Override

public void run() {

for (int i = 0; i < 1000; i++) {

counter.increment();

}

}

public static void main(String[] args) throws InterruptedException {

Counter counter = new Counter();

// Create and start multiple threads

Thread thread1 = new SynchronizedExample(counter);

Thread thread2 = new SynchronizedExample(counter);

thread1.start();

thread2.start();

// Wait for threads to finish

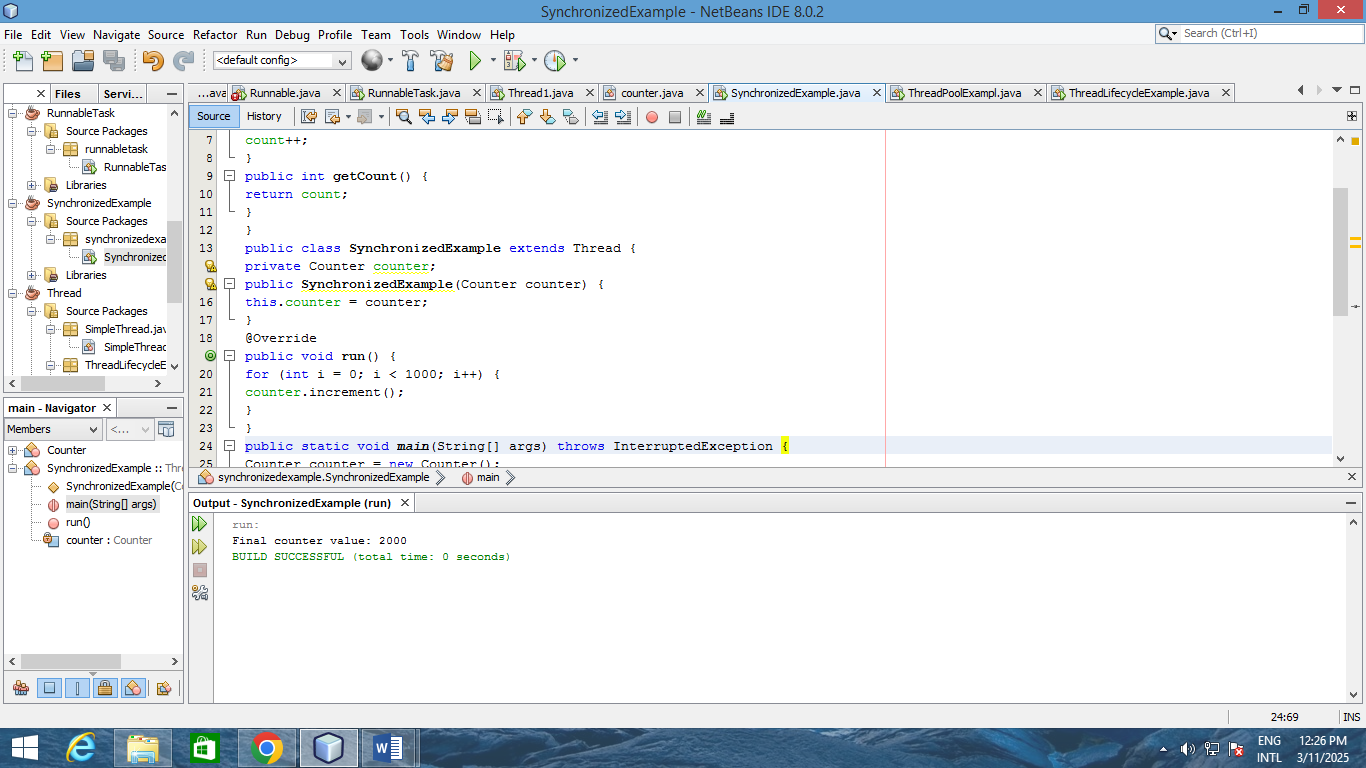
thread1.join();

thread2.join();

System.out.println("Final counter value: " + counter.getCount());

}

}



Task 04: Thread Pooling

import java.util.concurrent.ExecutorService;

import java.util.concurrent.Executors;

class Task implements Runnable {

private int taskId;

public Task(int taskId) {

this.taskId = taskId;

}

@Override

public void run() {

System.out.println("Task " + taskId + " is being processed by " +

Thread.currentThread().getName());

}

}

public class ThreadPoolExample {

public static void main(String[] args) {

// Create a thread pool with 3 threads

ExecutorService executorService = Executors.newFixedThreadPool(3);

// Submit tasks to the pool

for (int i = 1; i <= 5; i++) {

executorService.submit (new Task (i));

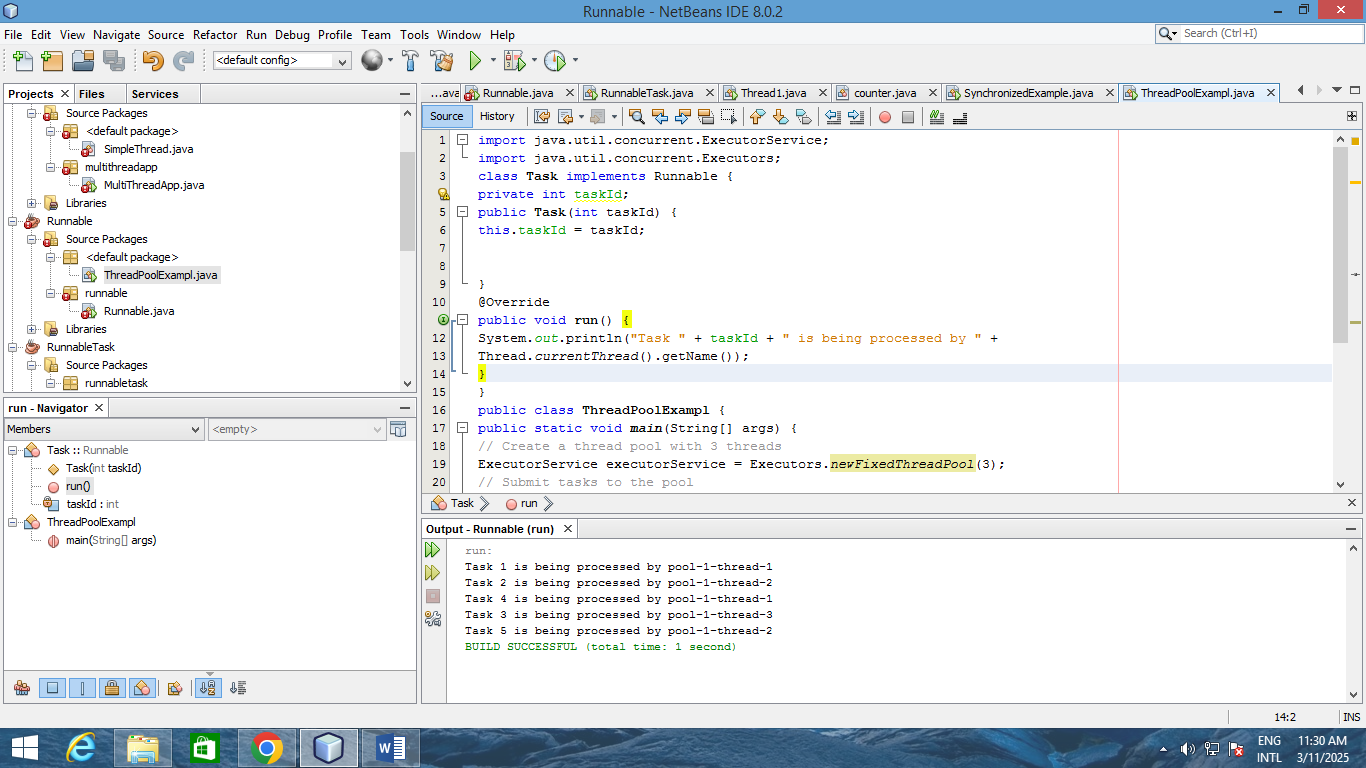
}

// Shutdown the thread pool

executorService.shutdown ();

}

}



Task 05: Thread Lifecycle Example

public class ThreadLifecycleExample extends Thread {

@Override

public void run() {

System.out.println (Thread.currentThread ().getName() + " - State: " +

Thread.currentThread ().getState());

try {

Thread. Sleep (2000); // Simulate waiting state

} catch (InterruptedException e) {

e.printStackTrace ();

}

System.out.println(Thread.currentThread().getName() + " - State after

sleep: " + Thread.currentThread().getState());

}

public static void main(String[] args) {

ThreadLifecycleExample thread = new ThreadLifecycleExample();

System.out.println(thread.getName() + " - State before start: " +

thread.getState());

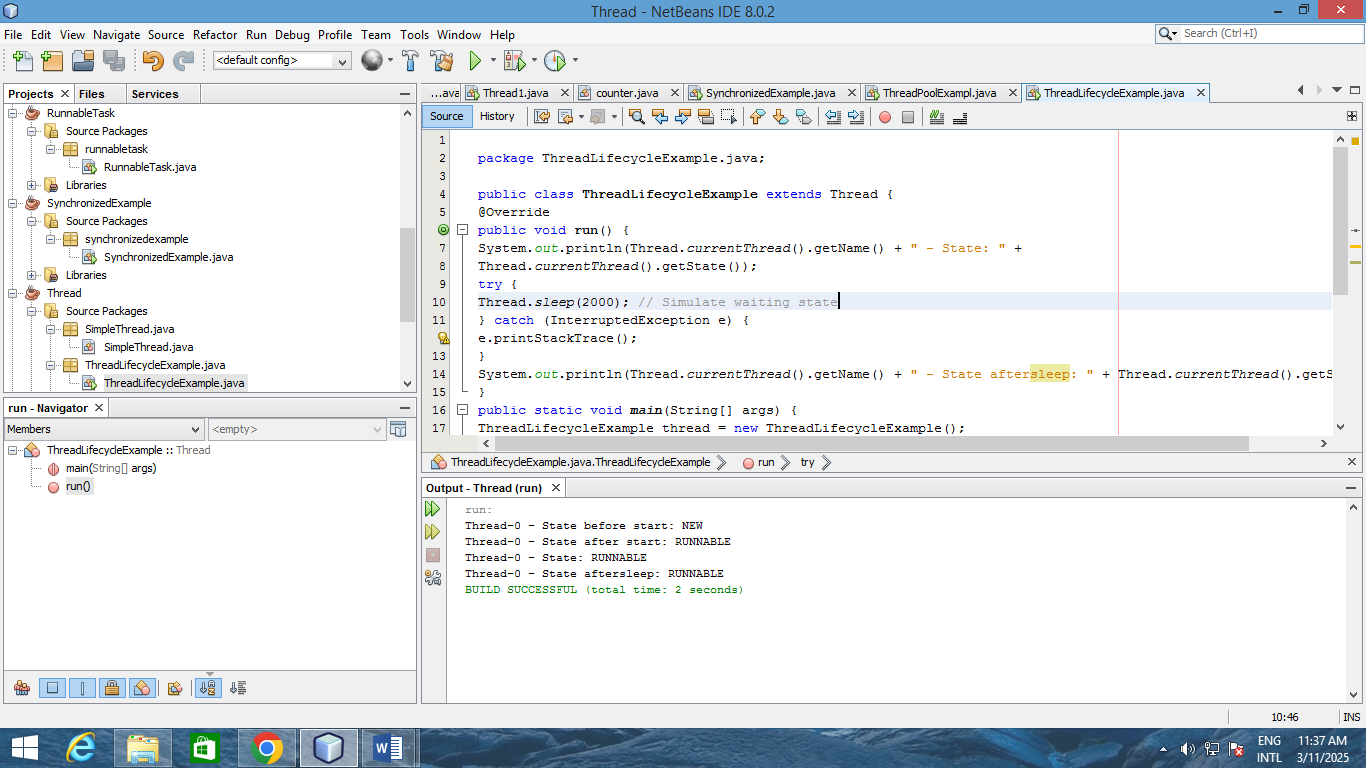
thread.start(); // Start the thread

System.out.println(thread.getName() + " - State after start: " +

thread.getState());

}

}



Task 06

public class ThreadLifecycleExample extends Thread {

@Override

public void run() {

System.out.println(Thread.currentThread().getName() + " - State: " +

Thread.currentThread().getState());

try {

Thread.sleep(2000); // Simulate waiting state

} catch (InterruptedException e) {

e.printStackTrace();

}

System.out.println(Thread.currentThread().getName() + " - State after

sleep: " + Thread.currentThread().getState());

}

public static void main(String[] args) {

ThreadLifecycleExample thread = new ThreadLifecycleExample();

System.out.println(thread.getName() + " - State before start: " +

thread.getState());

thread.start(); // Start the thread

System.out.println(thread.getName() + " - State after start: " +

thread.getState());

}

}

