

### 3. Synchronizing Shared Resources

```
public class Counter {  
    private int count = 0;  
    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;  
    }  
    public void run(){  
        for (int i = 0; i < 1000; i++){  
            counter.increment();  
        }  
    }  
}
```

```
Counter counter =new Counter();

    Thread thread1 = new SynchronizedExample(counter);
    Thread thread2 = new SynchronizedExample(counter);

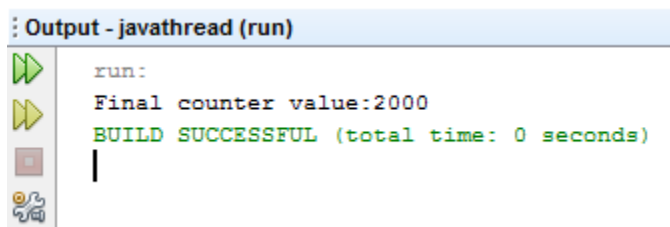

    thread1.start();
    thread2.start();


    thread1.join();
    thread2.join();


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

}
```

## Output



The screenshot shows an IDE output window titled "Output - javathread (run)". On the left side of the window, there are four icons: a green play button, a yellow play button, a red stop button, and a gear icon. The output text is as follows:

```
run:
Final counter value:2000
BUILD SUCCESSFUL (total time: 0 seconds)
|
```