1.Thread Communication in Java

package multithreadapp;

public class Table {

synchronized void printTable(int n) {

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

System.out.println(n \* i);

try {

Thread.sleep(1000); // Simulate delay

}catch (InterruptedException e) {

e.printStackTrace();

}

}

}

}

public class MyThread1 extends Thread{

Table t;

MyThread1(Table t) {

this.t = t;

}

public void run() {

t.printTable(5); // Printing table of 5

}

}

public class TestSynchronization {

public static void main(String[] args) {

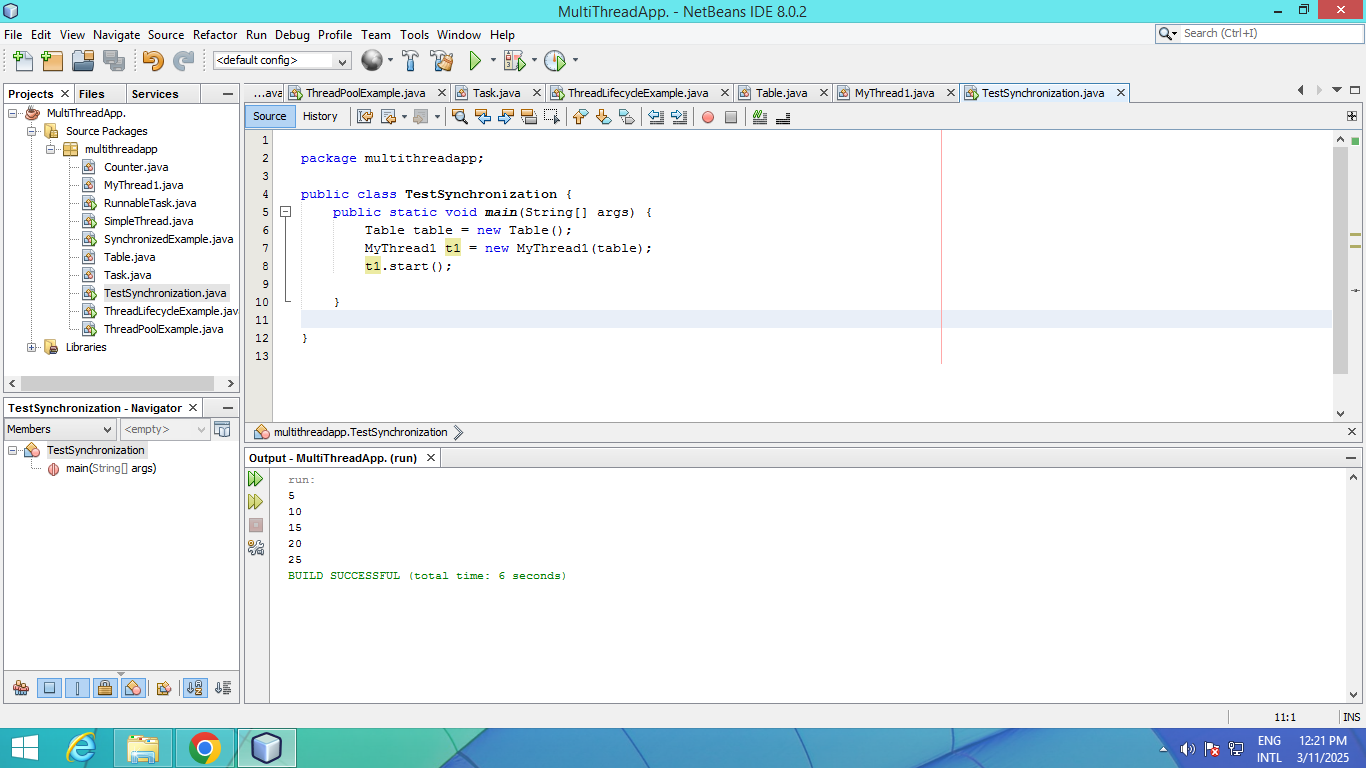
Table table = new Table();

MyThread1 t1 = new MyThread1(table);

t1.start();

}

}



2.Thread Pooling in Java

package week2;

import java.util.concurrent.\*;

public class ThreadPoolExample {

public static void main(String[] args) {

ExecutorService executor = Executors.newFixedThreadPool(3);

Runnable task = () -> {

System.out.println(Thread.currentThread().getName() + " is executing a task");

};

executor.execute(task);

executor.execute(task);

executor.execute(task);

executor.shutdown();

}

}

