

Exercice 02 wait et notify

```
public class pingpong {

    public void ping() throws InterruptedException
    {
        Thread.sleep(100);

        synchronized(this) {
            while(true) {
                System.out.println("ping");
                notify();
                wait();
            }
        }
    }

    public void pong() throws InterruptedException
    {
        synchronized(this) {
            while(true) {
                wait();
                System.out.println("pong");
                notify();
            }
        }
    }

    public static void main(String[] args) {
        pingpong p1p2=new pingpong();
        Thread p1=new Thread(new Runnable() {public void run() {
            try {
                p1p2.ping();
            } catch (InterruptedException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
            }
        }});
        // TODO Auto-generated method stub
        Thread p2=new Thread(new Runnable() {public void run() {
            try {
                p1p2.pong();
            } catch (InterruptedException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
            }
        }});

        p1.start();
        p2.start();
    }
}
```

Exercice 02 : ping pong avec synchronized et drapeau

```
public class pingpong3 {
    static int tour=0 ;
    static class pingpong extends Thread{
        pingpong()
        {
            while(true){
                synchronized(this){
                    if (tour==0) {System.out.println("ping");tour=1;}
                    else if (tour==1) {System.out.println("pong"); tour=0;}
                }
            }
        }
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        pingpong p1=new pingpong();
        pingpong p2=new pingpong();
        p1.start();
        p2.start();
    }
}
```