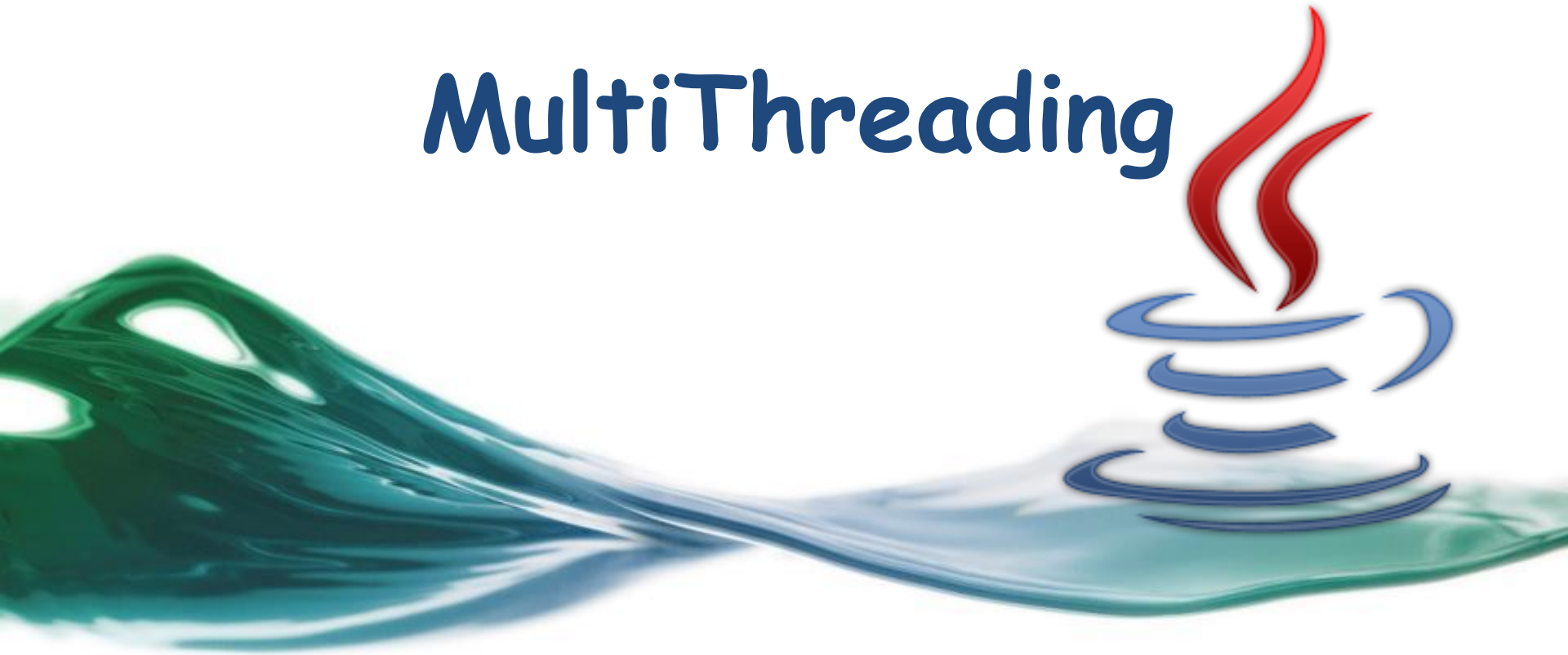


Advanced Java Programming Course

MultiThreading



Faculty of Information Technologies
Industrial University of Ho Chi Minh City

Session objectives

- ◇ Introduction
- ◇ Creating thread
- ◇ Callables and Futures
- ◇ Thread class and Thread behaviors
- ◇ Thread properties
- ◇ Thread pooling
- ◇ *Thread synchronization*
- ◇ *Deadlocks*
- ◇ *Thread and GUI*

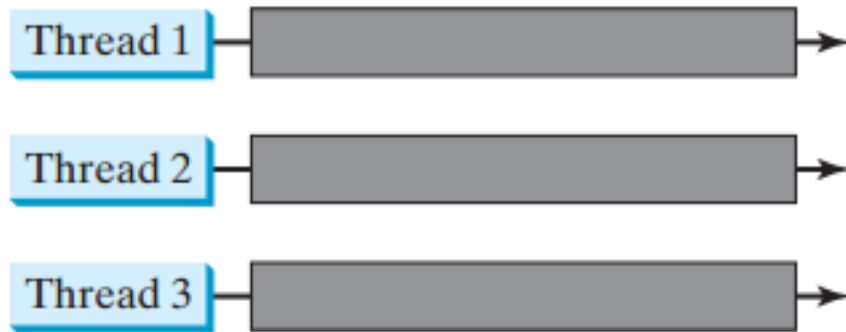




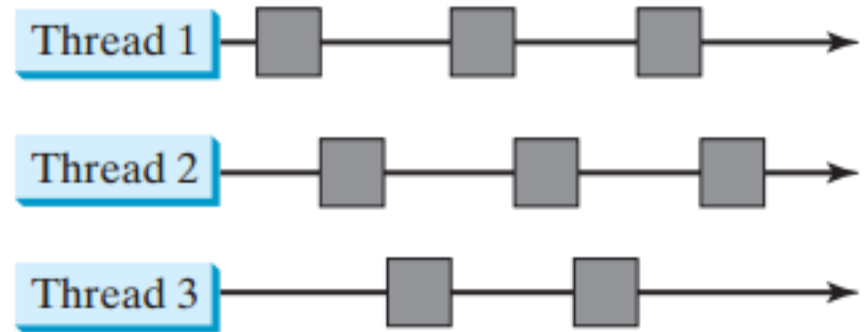
Introduction

- ◇ A program may consist of many tasks that can run concurrently.
- ◇ A thread is the flow of execution, from beginning to end, of a task.
- ◇ It provides the mechanism for running a task.
- ◇ With Java, you can launch multiple threads from a program concurrently.
- ◇ These threads can be executed simultaneously in multiprocessor systems

Introduction



(a) Here multiple threads are running on multiple CPUs.



(b) Here multiple threads share a single CPU.

◇ In single-processor systems, the multiple threads share CPU time known as time sharing, and the operating system is responsible for scheduling and allocating resources to them.

Java programs execution and Thread

- ◇ When Java programs execute, there is always one thread running and that is the *main* thread.
 - ✧ It is this thread from which child threads are created.
 - ✧ Program is terminated when main thread stops execution.(*)
 - ✧ Main thread can be controlled through Thread objects.
 - ✧ Reference of the main thread can be obtained by calling the *currentThread()* method of the Thread class.

Creating Tasks and Threads

- ◇ Tasks are objects. To create tasks, you have to first define a class for tasks. A task class must implement the *Runnable* interface
- ◇ You need to implement *run* method to tell the system how your thread is going to run

`java.lang.Runnable` ←----- `TaskClass`

```
// Custom task class
public class TaskClass implements Runnable {
    ...
    public TaskClass(...) {
        ...
    }
    // Implement the run method in Runnable
    public void run() {
        // Tell system how to run custom thread
        ...
    }
    ...
}
```

```
// Client class
public class Client {
    ...
    public void someMethod() {
        ...
        // Create an instance of TaskClass
        TaskClass task = new TaskClass(...);

        // Create a thread
        Thread thread = new Thread(task);

        // Start a thread
        thread.start();
        ...
    }
    ...
}
```

```

6 public class YourTask implements Runnable{
7     private String taskName;
8     private int counter;
9
10    public YourTask(String taskName, int counter) {
11        this.taskName = taskName;
12        this.counter = counter;
13    }
14
15    @Override
16    public void run() {
17        for (int i = 0; i < counter; i++) {
18            System.out.println(taskName+ "#" + i);
19        }
20    }
21 }

```

1. create your task

```

1 package session01.mthread;
2
3 public class TaskExecute {
4     public static void main(String[] args) {
5         Runnable r1=new YourTask("Print Task", 20);
6         Runnable r2=new YourTask("Distribute Task", 23);
7         Thread t1=new Thread(r1);
8         Thread t2=new Thread(r2);
9         t1.start();
10        t2.start();
11    }
12 }

```

2. Start thread

Console Problems

3. Result

<terminated> TaskExecute [Java

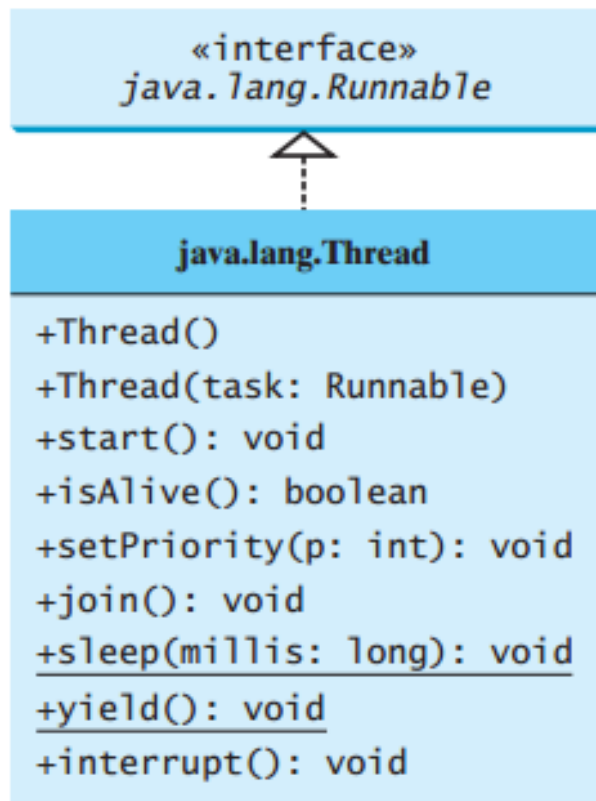
```

Print Task#0
Print Task#1
Distribute Task#0
Print Task#2
Distribute Task#1
Print Task#3
Distribute Task#2
Print Task#4
Distribute Task#3
Print Task#5
Distribute Task#4
Print Task#6
Distribute Task#5
Distribute Task#6
Distribute Task#7
Distribute Task#8
Print Task#7
Print Task#8
Distribute Task#9
Distribute Task#10
Distribute Task#11

```


Thread class

- ◇ The **Thread** class contains the constructors for *creating* threads for tasks, and the methods for *controlling* threads.



Creates an empty thread.

Creates a thread for a specified task.

Starts the thread that causes the run() method to be invoked by the JVM.

Tests whether the thread is currently running.

Sets priority *p* (ranging from 1 to 10) for this thread.

Waits for this thread to finish.

Puts a thread to sleep for a specified time in milliseconds.

Causes a thread to pause temporarily and allow other threads to execute.

Interrupts this thread.

Another way to create thread

This approach is **not recommended**, because it mixes the task and the mechanism of running the task. Separating the task from the thread is a preferred design.

`java.lang.Thread` ← `CustomThread`

```
// Custom thread class
public class CustomThread extends Thread {
    ...
    public CustomThread(...) {
        ...
    }

    // Override the run method in Runnable
    public void run() {
        // Tell system how to perform this task
        ...
    }
    ...
}
```

```
// Client class
public class Client {
    ...
    public void someMethod() {
        ...
        // Create a thread
        CustomThread thread1 = new CustomThread(...);

        // Start a thread
        thread1.start();
        ...

        // Create another thread
        CustomThread thread2 = new CustomThread(...);

        // Start a thread
        thread2.start();
    }
    ...
}
```

Callables and Futures

Introduction

- ◇ A Runnable encapsulates a task that runs asynchronously; you can think of it as an asynchronous method with no parameters and no return value.

```
1 public interface Runnable {  
2     public abstract void run();  
3 }
```

- ◇ Drawback of Runnable:

- ✧ Cannot return any type (of run method)
- ✧ No parameters (of run method)
- ✧ Processing exception locally.

- ◇ So, we need another mechanic: Callable

- ◇ The Callable interface is a parameterized type, with a single method call:

```
public interface Callable<V>  
{  
    V call() throws Exception;  
}
```

Callables and Futures (cont)

Future object

- ◇ A Future object holds the result of an asynchronous computation.
- ◇ You use a Future object so that you can start a computation, give the result to someone, and forget about it.
- ◇ The owner of the Future object can obtain the result when it is

ready.

```
1 public interface Future<V>
2 {
3     V get() throws . . . ;
4     V get(long timeout, TimeUnit unit) throws . . . ;
5     void cancel(boolean mayInterrupt);
6     boolean isCancelled();
7     boolean isDone();
8 }
```

Callables and Futures

Example

- ◇ The `FutureTask` wrapper is a convenient mechanism for turning a `Callable` into both a `Future` and a `Runnable` it implements both interfaces.

```
Callable<Integer> myComputation = . . . ;  
FutureTask<Integer> task = new FutureTask<Integer>(myComputation);  
Thread t = new Thread(task); // it's a Runnable  
t.start();  
. . .  
Integer result = task.get(); // it's a Future
```

```
2
3 import java.util.concurrent.Callable;
4
5 public class ComputationTask implements Callable<Long>{
6     private String taskName;
7     public ComputationTask(String taskName) {
8         this.taskName = taskName;
9     }
10
11     @Override
12     public Long call() throws Exception {
13         Long result=0L;
14         for (int i = 0; i < 1000; i++) {
15             result+=i;//simple for testing purpose
16             System.out.println(taskName + " #" + i);
17             Thread.sleep(10);
18         }
19         return result;
20     }
21 }

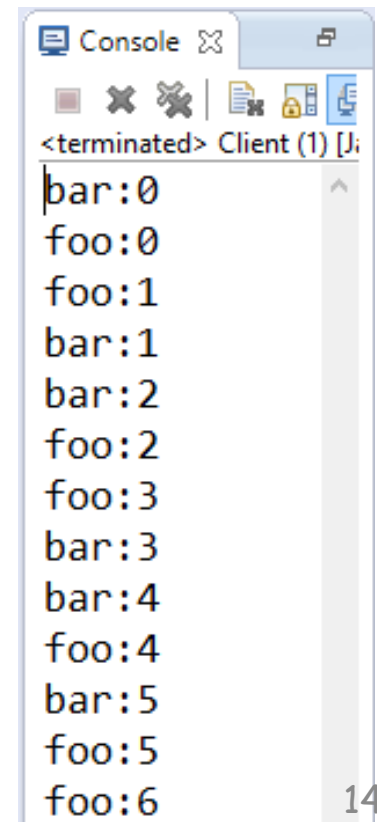
```

```
7     public static void main(String[] args) throws Exception{
8         Callable<Long>call=new ComputationTask("long-last-computaion");
9         FutureTask<Long> task = new FutureTask<>(call);
10        new Thread(task).start();
11
12        //Waits if necessary for the computation to complete,
13        //and then retrieves its result.
14        long result=task.get();
15        System.out.println("Result:"+result);
16    }
17 }
```

Thread behaviors - The *sleep()* method

- ◇ The *sleep(long millis)* method puts the thread to sleep for the specified time in milliseconds to allow other threads to execute.

```
@Override
public void run() {
    try {
        for (int i = 0; i < times; i++) {
            System.out.println(task + ":" + i);
            Thread.sleep(10);
        }
    } catch (InterruptedException e) {
        e.printStackTrace();
    }
}
```



Console

<terminated> Client (1) [Ji

bar:0
foo:0
foo:1
bar:1
bar:2
foo:2
foo:3
bar:3
bar:4
foo:4
bar:5
foo:5
foo:6

Thread behaviors - The *yield()* method

- ◇ the *yield()* method causes the currently executing thread to yield. If there are other runnable threads with a priority at least as high as the priority of this thread, they will be scheduled next.

```
@Override
public void run() {
    try {
        for (int i = 0; i < times; i++) {
            System.out.println(task + ":" + i);
            Thread.yield();
        }
    } catch (Exception e) {
        e.printStackTrace();
    }
}
```


Thread behaviors - The `join()` method

- ◇ Causes the current thread to wait until the thread on which it is called terminates.
- ◇ Allows specifying the maximum amount of time that the program should wait for the particular thread to terminate.
- ◇ It throws `InterruptedException` if another thread interrupts it.
- ◇ The calling thread waits until the specified thread terminates.

Thread with join

```
Client.java YourTask.java OtherTask.java
1 package prepare.thread;
2
3 public class OtherTask implements Runnable{
4     @Override
5     public void run() {
6         try {
7             Thread t=new Thread(
8                 new YourTask("Your Thread", 8));
9             t.start();
10            for (int i = 0; i < 10; i++) {
11                System.out.println("Other Thread #" + i);
12                if(i==7)
13                    t.join(); //join t with current thread
14            }
15        } catch (InterruptedException e) {
16            e.printStackTrace();
17        }
18    }
19 }
```

Console

<terminated> Client (1) [Java Applicat

```
Other Thread #0
Other Thread #1
Other Thread #2
Other Thread #3
Other Thread #4
Other Thread #5
Other Thread #6
Other Thread #7
Your Thread:0
Your Thread:1
Your Thread:2
Your Thread:3
Your Thread:4
Your Thread:5
Your Thread:6
Your Thread:7
Other Thread #8
Other Thread #9
```

Interrupting threads

- ◇ There is no longer a way to force a thread to terminate.
- ◇ The *interrupt()* method can be used to request termination of a thread.
- ◇ Checking one thread is interrupted:

Thread.currentThread().isInterrupted()

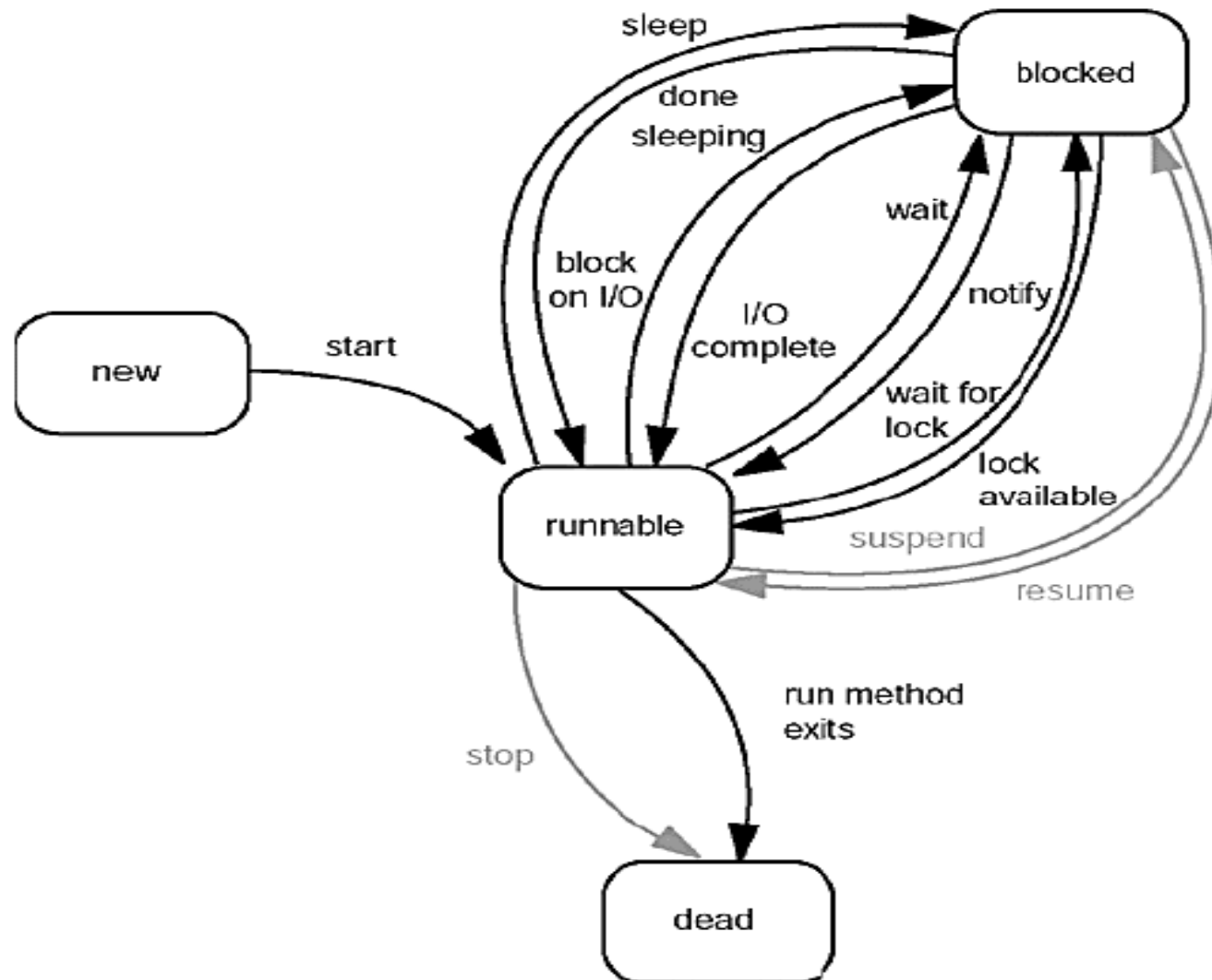
- ◇ If a thread is blocked, it cannot check the interrupted status. This is where the *InterruptedException* comes in.

Interrupting threads (cont.)

Pattern for interrupting an thread

```
public void run()
{
    try
    {
        . . .
        while (more work to do)
        {
            do more work
        }
    }
    catch (InterruptedException exception)
    {
        // thread was interrupted during sleep or wait
    }
    finally
    {
        cleanup, if required
    }
    // exit run method and terminate thread
}
```

Thread states



Managing threads: *Priorities (1)*

- ◇ In Java, thread scheduler can use the thread priorities in the form of integer value to each of its thread to determine the execution schedule of threads .
- ◇ Thread gets the ready-to-run state according to their priorities. The thread scheduler provides the CPU time to thread of highest priority during ready-to-run state.

Constant	Description
Thread.MAX_PRIORITY	The maximum priority of any thread (10)
Thread.MIN_PRIORITY	The minimum priority of any thread (1)
Thread.NORM_PRIORITY	The normal priority of any thread (5)

Managing threads: *Priorities (2)*

- ◇ When a Java thread is created, it inherits its priority from the thread that created it.
- ◇ At any given time, when multiple threads are ready to be executed, the runtime system chooses the runnable thread with the highest priority for execution.
- ◇ In the implementation of threading scheduler usually applies one of the two following strategies:
 - ✧ **Preemptive scheduling:** If the new thread has a higher priority than current running thread leaves the runnable state and higher priority thread enters the runnable state.
 - ✧ **Time-Sliced (Round-Robin) Scheduling:** A running thread is allowed to be executed for the fixed time, after completion of the time, current thread indicates to the another thread to enter it in the runnable state.

Managing threads: *Priorities (3)*

- ◇ The highest-priority runnable thread keeps running until:
 - ✧ It yields by calling the *yield()* method
 - ✧ It ceases to be runnable (either by dying or by entering the blocked state)
 - ✧ A higher-priority thread has become runnable.
- ◇ We can use follow method to set priority of Thread

```
void setPriority(int newPriority)
```

Daemon threads

- ◇ Two types of threads in Java:
 1. User threads:
 - Created by the user
 2. Daemon threads:
 - Threads that work in the background providing service to other threads (e.g. - the garbage collector thread)
- ◇ When user thread exits, JVM checks to find out if any other thread is running.
 - ✧ If there are, it will schedule the next thread.
 - ✧ If the only executing threads are daemon threads, it exits.
- ◇ We can set a thread to be a Daemon if we do not want the main program to wait until a thread ends.

```

2 public class DaemonThread extends Thread {
3     public void run() {
4         System.out.println("Entering run method");
5         try {
6             System.out.println("In run Method: currentThread() is"
7                 + Thread.currentThread());
8             while (true) {
9                 try {
10                     Thread.sleep(500);
11                 } catch (InterruptedException x) {
12                 }
13                 System.out.println("In run method: woke up again");
14             }
15         } finally {
16             System.out.println("Leaving run Method");
17         }
18     }
19     public static void main(String[] args) throws Exception{
20         System.out.println("Entering main Method");
21         DaemonThread t = new DaemonThread();
22         t.setDaemon(true);
23         t.start();
24         Thread.sleep(3000);
25         System.out.println("Leaving main method");
26     }
27 }

```

Thread Pools

- ◇ A thread pool is ideal to manage the number of tasks executing concurrently.
- ◇ Java provides the *Executor* interface for executing tasks in a thread pool and the *ExecutorService* interface for managing and controlling tasks

`java.util.concurrent.Executors`

```
+newFixedThreadPool(numberOfThreads:  
    int): ExecutorService  
  
+newCachedThreadPool():  
    ExecutorService
```

«interface»

`java.util.concurrent.ExecutorService`

```
+shutdown(): void  
  
+shutdownNow(): List<Runnable>  
  
+isShutdown(): boolean  
+isTerminated(): boolean
```

Thread Pools - The `Executor` interface (1/2)

- ◇ To create an `Executor` object, use the static methods in the `Executor` class.
- ◇ The `newFixedThreadPool(int)` method creates a fixed number of threads in a pool.
 - ✧ If a thread completes executing a task, it can be reused to execute another task.
 - ✧ If a thread terminates due to a failure prior to shutdown, a new thread will be created to replace it
 - ✧ If all the threads in the pool are not idle and there are tasks waiting for execution.

Thread Pools - The `Executor` interface (2/2)

- ◇ The `newCachedThreadPool()` method creates a new thread if all the threads in the pool are not idle and there are tasks waiting for execution.
- ✧ A thread in a cached pool will be terminated if it has not been used for 60 seconds.
- ✧ A cached pool is efficient for many short tasks.

Thread Pools - The `ExecutorService` interface

- ◇ The `shutdown()` method shuts down the executor, but allows the tasks in the executor to complete. Once shut down, it cannot accept new tasks.
- ◇ The `shutdownNow()` method shuts down the executor immediately even though there are unfinished threads in the pool. Returns a list of unfinished tasks.
- ◇ The `isShutdown()` method returns true if the executor has been shut down.
- ◇ The `isTerminated()` method returns true if all tasks in the pool are terminated

Thread Pools demo

```

YourTask.java  OtherTask.java  ExecutorDemo.java ✕
1  package vovanhai.wordpress.com.thread;
2
3  import java.util.concurrent.ExecutorService;
4  import java.util.concurrent.Executors;
5
6  public class ExecutorDemo {
7      public static void main(String[] args) throws Exception {
8          //create executor with fixed pool
9          ExecutorService executor=Executors.newFixedThreadPool(3);
10
11          executor.execute(new YourTask("foo", 6));
12          executor.execute(new YourTask("bar", 6));
13          executor.execute(new OtherTask());
14
15          executor.shutdown();
16      }
17  }
```

Thread Synchronization

- ◇ What happens if two threads have access to the same object and each calls a method that modifies the state of the object?
- ◇ In such a case, data may become inconsistent.
- ◇ Situation is often called a *race condition*.
- ◇ To avoid simultaneous access of a shared object by multiple threads, you must learn how to synchronize the access.

Thread Synchronization

◇ Thread Communication Without Synchronization

View follow example: [UnsynchBankTest.java](#)

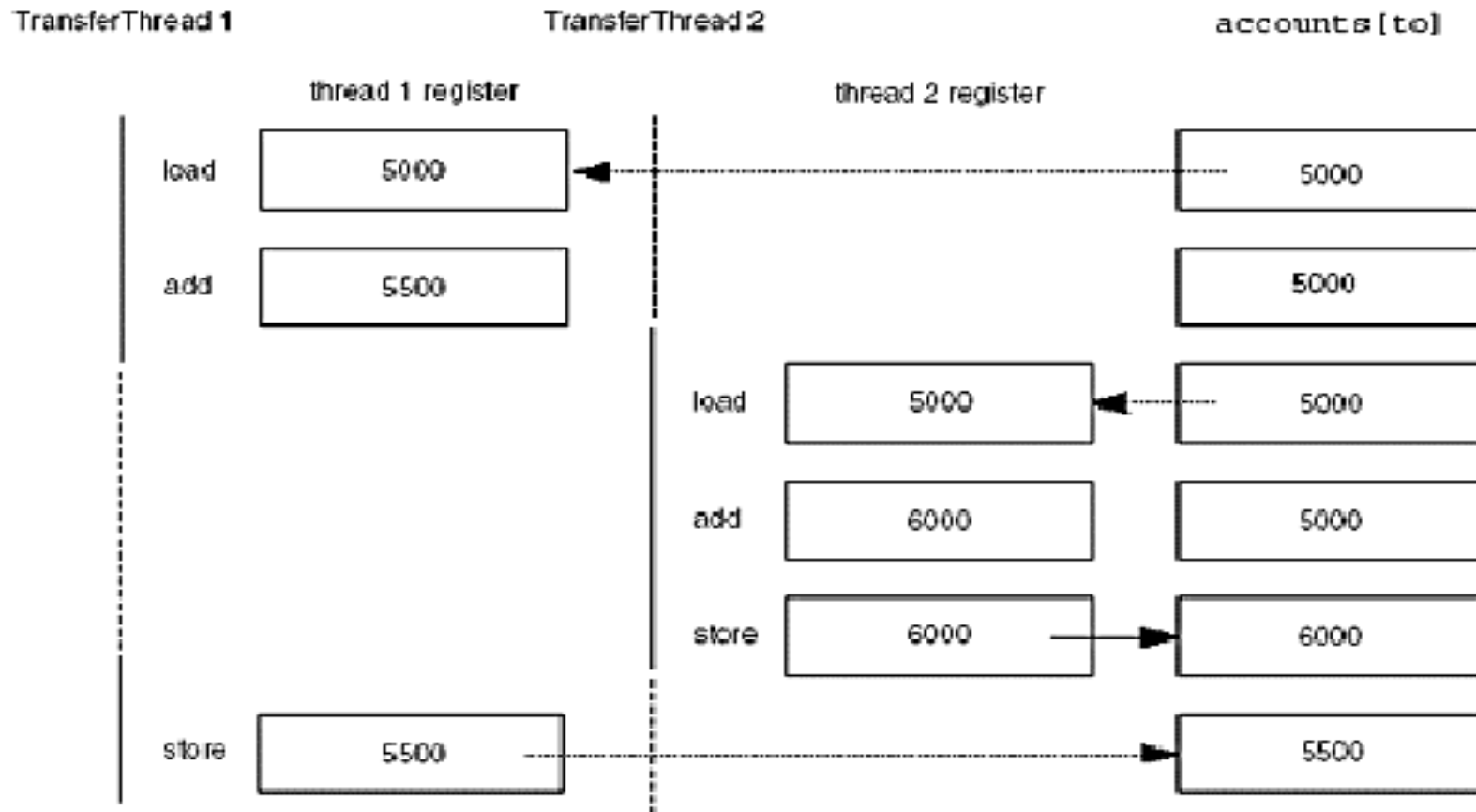
◇ There are some things wrong in this Bank.

◇ The Race Condition Explained:

- ✧ The problem is that these are not atomic operations. View follow figure
- ✧ The real problem is that the work of the transfer method can be interrupted in the middle. If we could ensure that the method runs to completion before the thread loses control, then the state of the bank account object would not be corrupted.

Thread Synchronization

Simultaneous access by two threads



Thread Synchronization

- ◇ Synchronization is based on the concept of monitor.
 - ✧ A monitor is an object that is used as a mutually exclusive lock.
- ◇ Only one thread can enter a monitor:
 - ✧ When one thread enters the monitor, it means that the thread has acquired a lock
 - ✧ All other threads must wait till that thread exits the monitor.
- ◇ For a thread to enter the monitor of an object:
 - ✧ The programmer may invoke a method created using the **synchronized** keyword (implicit synchronize).
 - ✧ Or using **explicit lock objects**.

Thread Synchronization - 1st approach

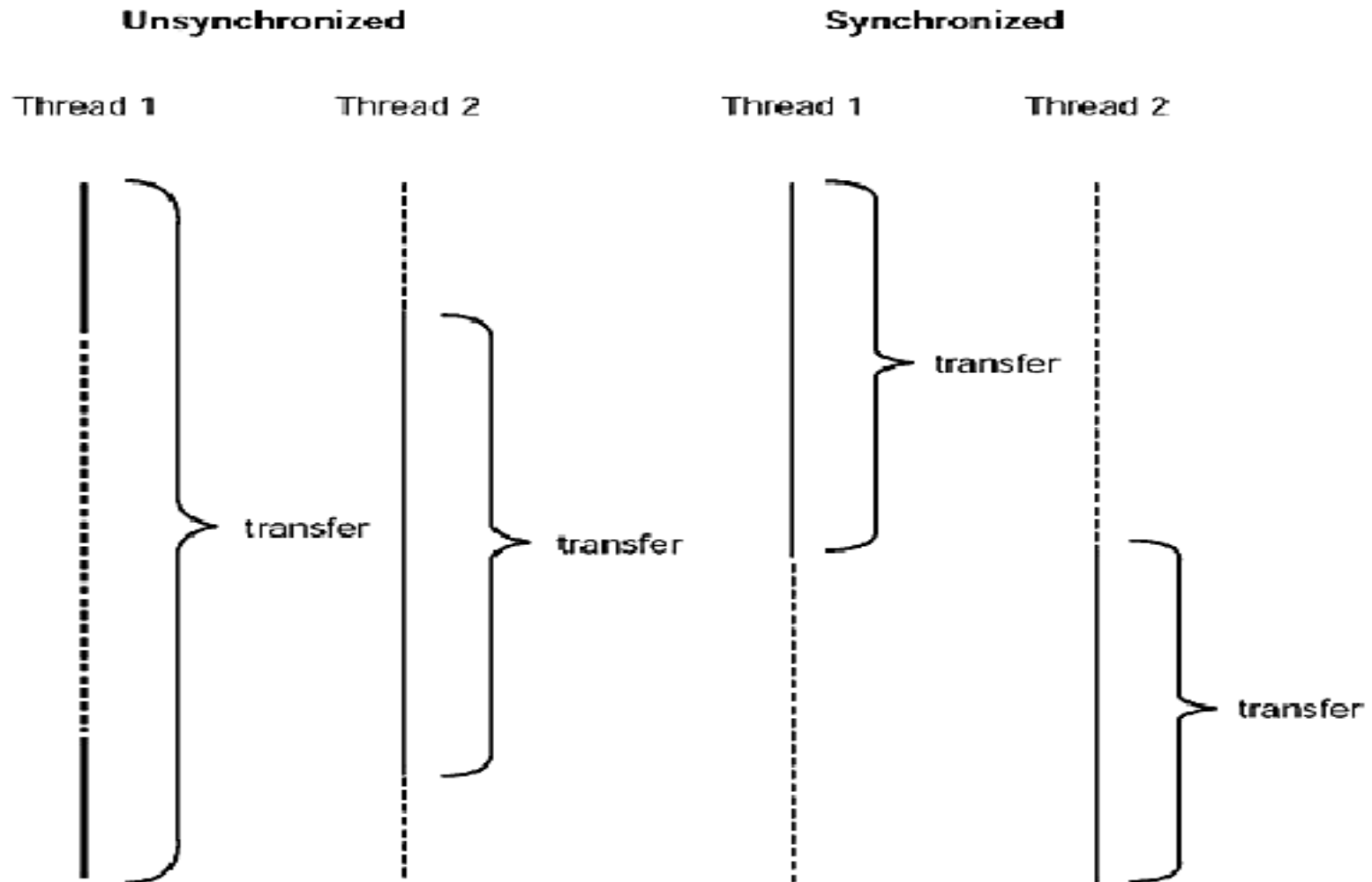
◇ Concurrency mechanism:

- ✧ Simply tag any operation that should not be interrupted as *synchronized*, for example :

```
public synchronized void transfer(int from, int to, int amount)
```

- ✧ When one thread calls a *synchronized* method, it is guaranteed that the method will finish before another thread can execute any synchronized method on the same object.

Comparison of unsynchronized and synchronized threads



Thread Synchronization - 1st approach (cont.)

how it work?

- ◇ When a thread calls a synchronized method, the object becomes "locked."
- ◇ Periodically, the thread scheduler activates the threads that are waiting for the lock to open.
- ◇ Other threads are still free to call unsynchronized methods on a locked object.
- ◇ When a thread leaves a synchronized method by throwing an exception, it still relinquishes the object lock.
- ◇ If a thread owns the lock of an object and it calls another synchronized method of the same object, then that method is automatically granted access. The thread only relinquishes the lock when it exits the last synchronized method.

Thread Synchronization - 1st approach (cont.)

The '*wait* - *notify*' mechanism

- ✧ This mechanism ensures that there is a smooth transition of a particular resource between two competitive threads.
- ✧ It also oversees the condition in a program where one thread is:
 - Allowed to wait for the lock.
 - Notified to end its waiting state and get the lock
- ✧ When a thread executes a call to *wait*, it surrenders the object lock and enters a wait list for that object.
- ✧ To remove a thread from the wait list, some other thread must make a call to *notifyAll* or *notify*, on the same object.

Thread Synchronization – 1st approach (cont.)

The '*wait* - *notify*' mechanism (cont.)

notify ()



notify ()
wakes up or
notifies the
first thread.



First thread



notifyAll ()



notifyAll ()
wakes up or
notifies all the
threads that
called wait ()
on the same object.



Thread 1



Thread 2



Thread 3



Thread Synchronization – 1st approach (cont.)

The '*wait - notify*' mechanism example

```
class MyQueue {
    int n;
    synchronized int get() {
        System.out.println("Got: " + n);
        return n;
    }
    synchronized void put(int n) {
        this.n = n;
        System.out.println("Put: " + n);
    }
}
```

```
class Producer implements Runnable {
    MyQueue q;
    Producer(MyQueue q) {
        this.q = q;
        new Thread(this, "Producer").start();
    }
    public void run() {
        int i = 0;
        while(true) { q.put(i++);}
    }
}
```

```
class Consumer implements Runnable {
    MyQueue q;
    Consumer(MyQueue q) {
        this.q = q;
        new Thread(this, "Consumer").start();
    }
    public void run() {
        while(true) { q.get();}
    }
}
```

```
public class Producer_Consumer_Demo {
    public static void main(String args[]){
        MyQueue q = new MyQueue();
        new Producer(q);
        new Consumer(q);
    }
}
```

An incorrect implementation of a producer and consumer

Thread Synchronization - 1st approach (cont.)

The '*wait - notify*' mechanism example

```
class MyQueue {
    int n;
    boolean valueSet = false;
    synchronized int get() {
        if(!valueSet)
            try { wait(); } catch(InterruptedException e) {}
        System.out.println("Got: " + n);
        valueSet = false;
        notify();
        return n;
    }
    synchronized void put(int n) {
        if(valueSet)
            try { wait(); } catch(InterruptedException e) {}
        this.n = n;
        valueSet = true;
        System.out.println("Put: " + n);
        notify();
    }
}
```

Console

<terminated> Prod

```
Put: 0
Got: 0
Put: 1
Got: 1
Put: 2
Got: 2
Put: 3
Got: 3
Put: 4
Got: 4
Put: 5
Got: 5
Put: 6
Got: 6
```

Thread Synchronization - 1st approach (cont.)

Synchronized Blocks

✧ Syntax : **synchronized** (object) {
 //do your work
}

✧ Example :

```
1. public void run()  
2. {  
3.    //. . .  
4.    synchronized (bank) // lock the bank object  
5.    {  
6.        if (bank.getBalance(from) >= amount)  
7.            bank.transfer(from, to, amount);  
8.    }  
9.    //. . .  
10. }
```

Thread Synchronization - 1st approach (cont.)

Synchronized static method

✧ If one thread calls a synchronized static method of a class, all synchronized static methods of the class are blocked until the first call returns.

✧ Example :

```
public static synchronized Singleton getInstance()
```

Thread Synchronization - 2nd approach (cont.)

Lock Objects

- ◇ The basic outline for protecting a code block with a `ReentrantLock` is:

```
myLock.lock(); // a ReentrantLock object
try{
    //critical section
}
finally{
    myLock.unlock();
    // make sure the lock is unlocked even if an exception is thrown
}
//...
private Lock bankLock = new ReentrantLock();
// ReentrantLock implements the Lock interface
```


Thread Synchronization - 2nd approach (cont.)

Lock Objects (cont.)

- ◇ This construct guarantees that only one thread at a time can enter the critical section.
- ◇ As soon as one thread locks the lock object, no other thread can get past the lock statement.
- ◇ When other threads call lock, they are blocked until the first thread unlocks the lock object.

Thread Synchronization - 2nd approach (cont.)

Lock Objects (cont.)

- ◇ Imagine we have a very simple case where we need to synchronize access to a pair of variables. One is a simple value and another is derived based on some lengthy calculation.

```
01 public class Calculator {  
02     private int calculatedValue;  
03     private int value;  
04  
05     public synchronized void calculate(int value) {  
06         this.value = value;  
07         this.calculatedValue = doMySlowCalculation(value);  
08     }  
09  
10     public synchronized int getCalculatedValue() {  
11         return calculatedValue;  
12     }  
13  
14     public synchronized int getValue() {  
15         return value;  
16     }  
17 }
```

Simple, but if we have a lot of contention or if we perform a lot of reads and few writes?

```

01 public class Calculator {
02     private int calculatedValue;
03     private int value;
04     private ReadWriteLock lock = new ReentrantReadWriteLock();
05
06     public void calculate(int value) {
07         lock.writeLock().lock();
08         try {
09             this.value = value;
10             this.calculatedValue = doMySlowCalculation(value);
11         } finally {
12             lock.writeLock().unlock();
13         }
14     }
15
16     public int getCalculatedValue() {
17         lock.readLock().lock();
18         try {
19             return calculatedValue;
20         } finally {
21             lock.readLock().unlock();
22         }
23     }
24
25     public int getValue() {
26         lock.readLock().lock();
27         try {
28             return value;
29         } finally {
30             lock.readLock().unlock();
31         }
32     }
33 }

```

Using of ReadWriteLock

Thread Synchronization - 2nd approach (cont.)

Condition Objects

◇ See code below:

```
if (bank.getBalance(from) >= amount)
    bank.transfer(from, to, amount);
```

◇ It is entirely possible that the current thread will be deactivated between the successful outcome of the test and the call to transfer:

```
if (bank.getBalance(from) >= amount)
    // thread might be deactivated at this point
    bank.transfer(from, to, amount);
```

◇ By the time the thread is running again, the account balance may have fallen below the withdrawal amount.

Thread Synchronization - 2nd approach (cont.)

Condition Objects (cont.)

◇ You must make sure that the thread cannot be interrupted

```
public void transfer(int from, int to, int amount)
{
    bankLock.lock();
    try
    {
        while (accounts[from] < amount)
        {
            // wait
            . . .
        }
        // transfer funds
        . . .
    }
    finally
    {
        bankLock.unlock();
    }
}
```

Thread Synchronization - 2nd approach (cont.)

Condition Objects (cont.)

- ◇ What do we do when there is not enough money in the account?
- ◇ We wait until some other thread has added funds. But this thread has just gained exclusive access to the bankLock, so no other thread has a chance to make a deposit.

- ◇ The solution is : condition objects

```
class Bank
{
    public Bank()
    {
        sufficientFunds = bankLock.newCondition();
    }
    private Condition sufficientFunds;
}
```

Thread Synchronization - 2nd approach (cont.)

Condition Objects (cont.)

- ◇ If the Transfer method finds that sufficient funds are not available, it calls

```
sufficientFunds.await();
```

=>The current thread is now blocked and gives up the lock. This lets in another thread that can, we hope, increase the account balance

Thread Synchronization - 2nd approach (cont.)

Condition Objects (cont.)

- ◇ There is an essential difference between a thread that is waiting to acquire a lock and a thread that has called `await`.
- ◇ Once a thread calls the `await` method, it enters a wait set for that condition.
- ◇ Thread is not unblocked when the lock is available.
- ◇ Instead, it stays blocked until another thread has called the `signalAll` method on the same condition.
- ◇ The `signalAll` method call unblocks all threads that are waiting for the condition.
- ◇ When the threads are removed from the wait set, they are again runnable and the scheduler will eventually activate them again.

Thread Synchronization - 2nd approach (cont.)

Condition Objects (cont.)

```
1 void transfer(int from, int to, int amount)
2 {
3     bankLock.lock();
4     try
5     {
6         while (accounts[from] < amount)
7             sufficientFunds.await();
8         // transfer funds
9         . . .
10        sufficientFunds.signalAll();
11    }
12    finally
13    {
14        bankLock.unlock();
15    }
16 }
```

Thread Synchronization - 2nd approach (cont.)

Fainess

- ◇ A fair lock favors the thread that has been waiting for the longest time.
- ◇ By default, locks are not required to be fair.
- ◇ You can specify that you want a fair locking policy:

```
Lock fairLock = new ReentrantLock(true);
```

- ◇ Fair locks are a lot slower than regular locks.
- ◇ You should only enable fair locking if you have a specific reason why fairness is essential for your problem.

Thread Synchronization - 2nd approach (cont.)

Lock Testing and Timeouts

- ◇ The `tryLock` method tries to acquire a lock and returns `true` if it was successful. Otherwise, it immediately returns `false`.

```
1  if (myLock.tryLock())
2      // now the thread owns the lock
3      try { . . . }
4      finally { myLock.unlock(); }
5  else
6      // do something else
```

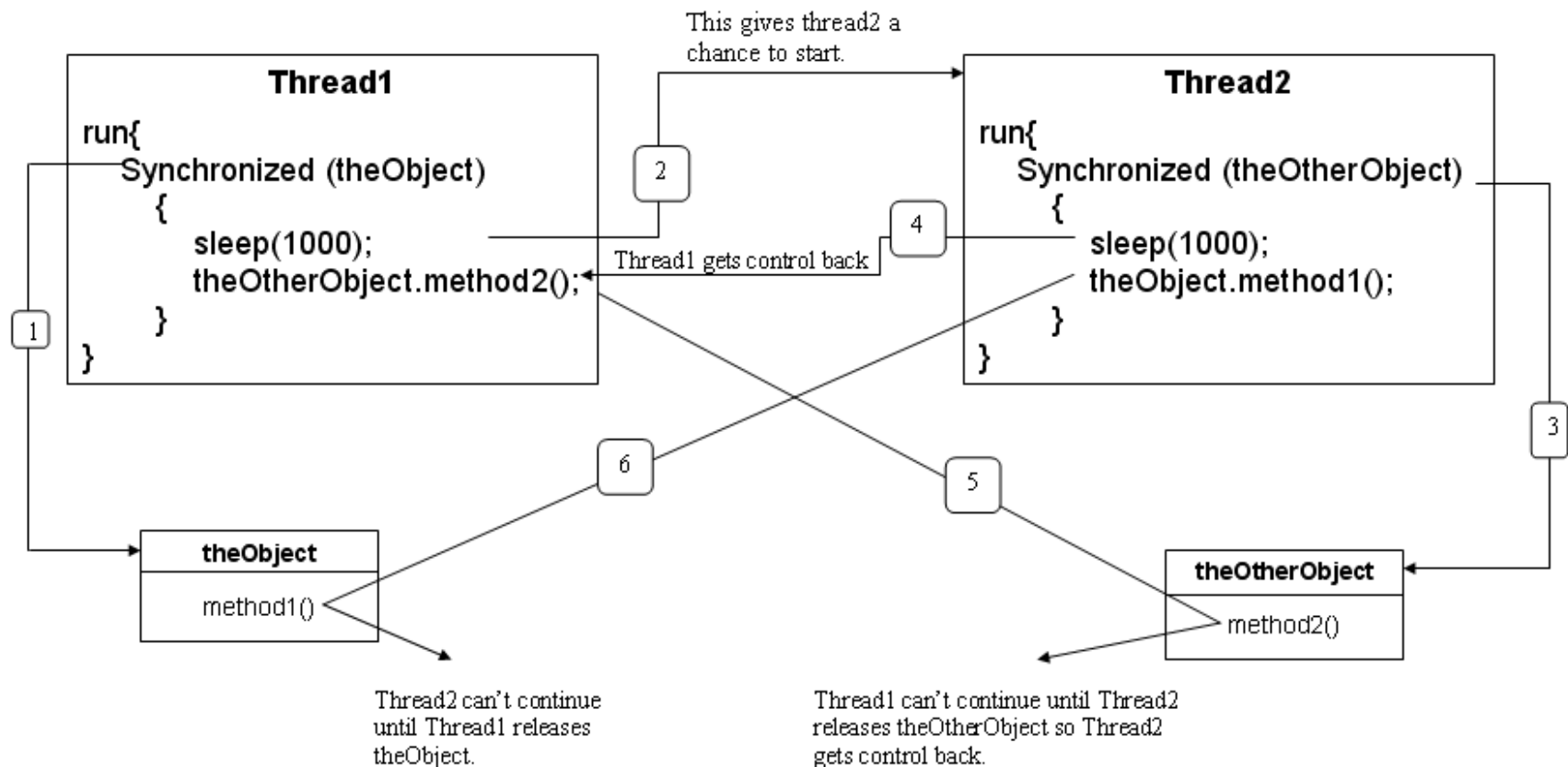
- ◇ You can call `tryLock` with a timeout parameter, like this:

```
if (myLock.tryLock(100, TimeUnit.MILLISECONDS)) . . .
```

- ◇ `TimeUnit` is an enumeration with values `SECONDS`, `MILLISECONDS`, `MICROSECONDS`, and `NANOSECONDS`.

Deadlocks

Analyzing following situation



Deadlocks(cont.)

- ◇ If all threads in an application are blocked. The system has deadlocked.
- ◇ Unfortunately, there is nothing in the Java programming language to avoid or break these deadlocks.
- ◇ You must design your threads to ensure that a deadlock situation cannot occur.
- ◇ Notify/notifyAll method can unblock thread(s).

GUI Event Dispatch Thread

- ◇ GUI event handling and painting code executes on a special thread called the *event dispatch thread*.
- ◇ Most of Swing methods are not thread-safe. Invoking them from multiple threads may cause conflicts.
- ◇ You need to run the code in the event dispatch thread to avoid possible conflicts.
- ◇ You can use the static methods, *invokeLater* and *invokeAndWait* in the *javax.swing.SwingUtilities* class to run the code in the event dispatch thread.

GUI Event Dispatch Thread- code template

```
2
3 import javax.swing.SwingUtilities;
4
5 public class Thread_n_Swing {
6
7     public static void main(String[] args) {
8         SwingUtilities.invokeLater(new Runnable() {
9             @Override
10             public void run() {
11                 //The code for creating a frame
12                 //and setting its properties
13             }
14         });
15     }
16 }
```

Thread and Swing - SwingWorker

- ◇ All Swing GUI events are processed in a single event dispatch thread.
- ◇ If an event requires a long time to process, the thread cannot attend to other tasks in the queue.
- ◇ To solve this problem, you should run the time-consuming task for processing the event in a separate thread.
- ◇ You can define a task class that extends **SwingWorker**, run the time-consuming task and update the GUI using the results produced from the task.

Thread and Swing - SwingWorker

«interface»
java.lang.Runnable



javax.swing.SwingWorker<T, V>

```
#doInBackground(): T
#done(): void

+execute(): void
+get(): T

+isDone(): boolean
+cancel(): boolean
#publish(data V...): void

#process(data: java.util.List<V>): void

#setProgress(progress: int): void
#getProgress(): void
```

Performs the task and returns a result of type T.
Executed on the event dispatch thread after `doInBackground` is finished.
Schedules this `SwingWorker` for execution on a worker thread.
Waits if necessary for the computation to complete, and then retrieves its result (i.e., the result returned `doInBackground`).
Returns true if this task is completed.
Attempts to cancel this task.
Sends data for processing by the `process` method. This method is to be used from inside `doInBackground` to deliver intermediate results for processing on the event dispatch thread inside the `process` method. Note that `V . . .` denotes variant arguments.
Receives data from the `publish` method asynchronously on the event dispatch thread.
Sets the progress bound property. The value should be from 0 to 100.
Returns the progress bound property.

```

2+ import java.util.concurrent.ExecutionException;
5 public class LongTimeComputing extends SwingWorker<Integer, Object>{
6     private JTextField resultTextField;//display result element
7     public LongTimeComputing(JTextField resultTextField) {
8         this.resultTextField = resultTextField;
9     }
10    @Override
11    protected Integer doInBackground() throws Exception {
12        int result=0;
13        boolean conditons=true;//conditions
14        while(conditons){//the conditions
15            //task take a long time to process here
16        }
17        return result;
18    }
19    @Override
20    protected void done() {
21        try {
22            Integer result=get();//get the result when done
23            resultTextField.setText(result.toString());//display
24        } catch (InterruptedException | ExecutionException e) {
25            e.printStackTrace();
26        }
27    }
28 }

```

Thread and Swing - SwingWorker

Thread and Swing - SwingWorker

- ◇ Since the task is run on a separate thread, you can continue to use the GUI.
- ◇ If the task is executed on the event dispatch thread, the GUI is frozen

```
//...
computeWithSwingWorkerButton.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        // Execute SwingWorker
        new LongTimeComputing(resultTextField).execute();
    }
});
//...
```

That's all for this session!

- ◇ Thread is a special and interesting property of Java
 - ✧ For building a single program to perform more than one task at the same time (*multithreading program*)
 - ✧ Thread synchronization
- ◇ Other advanced technique to use multithreading is Callable
 - ✧ The best technique to handling multithreading.

Thank you all for your attention and patient !