28 JUN 2019  
  
Multi-processing vs Multi-threading  
 - process  
 - program in execution  
 - OS’s run with multi-processing now  
 - breaks up CPU cycles to give time to each program  
 - round-robin system   
 - threading  
 - tasks of a single process  
 - no resource switching required unlike multi-processing  
  
Thread  
 1. Runnable Interface  
 - run()  
 2. Thread Class   
 (Implementing Runnable)  
  
Thread Methods  
 - Start() -> run()  
 - currentThread()  
 - .setName()  
 - .getName()  
Thread Priority  
 - 5 is normal, 10 is highest, 1 is lowest  
 - we can reduce priority whenever we want and OS will accept it  
 - higher priority than 5 can be set but it’s entirely at the discretion of the OS which may ignore it  
  
Thread States  
 - New  
 - Runnable  
 - Waiting  
 - Timed\_Waiting  
 - Blocked  
 - Terminated  
  
Static used on variable, class, etc how do they differ  
  
Final vs Finally vs Finalized  
  
  
  
  
  
Presentation: SCRUM  
  
User Stories  
 - Stories for short  
 - Short requirements/requests written from the perspective of an end user.  
Epics  
 - Large user stories  
 - Typically can be broken down