**ENTERPRISE ARCHITECTURE**

**Lab Sheet 1 - Thread**

**GAM/IT/2022/F/0096**

**Part 1: Introduction to Threads in Java**

Create a Simple Thread Class

1.Open your Java IDE and create a new project named MultiThreadApp.

package mulititreadapp;

public class MulitiTreadApp {

public static void main(String[] args) {

// TODO code application logic here

}

}

2. Inside the project, create a new class called SimpleThread.java.

package SimpleThread.java;

public class SimpleThread extends Thread{

@Override

public void run() {

System.out.println(Thread.currentThread().getId() + " is executing the thread.");

}

public static void main(String[] args) {

SimpleThread thread1 = new SimpleThread();

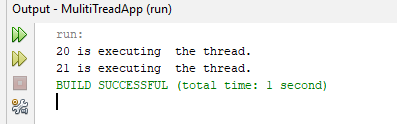
SimpleThread thread2 = new SimpleThread();

thread1.start(); // Starts thread1

thread2.start(); // Starts thread2

}

}

Output:-

**Part 2: Using Runnable Interface**

Create a Runnable Class

1. Create a new class called RunnableTask.java.

public class RunnableTask implements Runnable {

@Override

public void run() {

System.out.println(Thread.currentThread().getId() + " is executing the runnable task.");

}

public static void main(String[] args) {

RunnableTask task1 = new RunnableTask();

RunnableTask task2 = new RunnableTask();

Thread thread1 = new Thread(task1);

Thread thread2 = new Thread(task2);

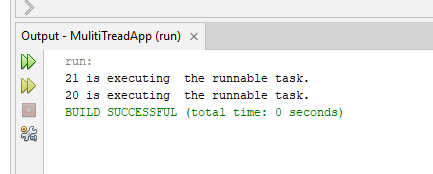
thread1.start(); // Starts thread1

thread2.start(); // Starts thread2

}

}

Output :-



**Part 3: Synchronizing Threads**

Synchronizing Shared Resources

1.Create a new class called Counter.java to demonstrate synchronization with shared resources.

public class Counter {

private int count = 0;

// Synchronized method to ensure thread-safe access to the counter

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;

}

@Override

public void run() {

for (int i = 0; i < 1000; i++) {

counter.increment();

}

}

public static void main(String[] args) throws InterruptedException {

Counter counter = new Counter();

// Create and start multiple threads

Thread thread1 = new SynchronizedExample(counter);

Thread thread2 = new SynchronizedExample(counter);

thread1.start();

thread2.start();

// Wait for threads to finish

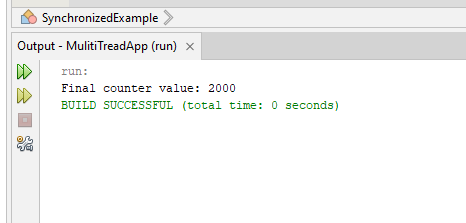
thread1.join();

thread2.join();

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

}

Output:-



**Part 4: Thread Pooling**

Using ExecutorService for Thread Pooling

1.Create a new class called ThreadPoolExample.java.

import java.util.concurrent.ExecutorService;

import java.util.concurrent.Executors;

  class Task implements Runnable {

private int taskId;

public Task(int taskId) {

this.taskId = taskId;

}

@Override

public void run () {

System.out.println("Task " + taskId + " is being processed by " + Thread.currentThread().getName());

}

}

public class ThreadPoolExample {

public static void main(String[] args) {

// Create a thread pool with 3 threads

ExecutorService executorService = Executors.newFixedThreadPool(3);

// Submit tasks to the pool

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

executorService.submit(new Task(i));

}

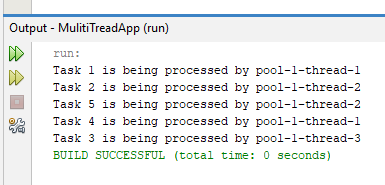
// Shutdown the thread pool

executorService.shutdown();

}

}

Output:-



**Part 5: Thread Lifecycle and States**

Thread Lifecycle Example

1.Create a new class called ThreadLifecycleExample.java.

public class ThreadLifecycleExample extends Thread {

@Override

public void run() {

System.out.println(Thread.currentThread().getName() + " - State: " + Thread.currentThread().getState());

try {

Thread.sleep(2000); // Simulate waiting state

} catch (InterruptedException e) {

e.printStackTrace();

}

System.out.println(Thread.currentThread().getName() + " - State after sleep: " + Thread.currentThread().getState());

}

public static void main(String[] args) {

ThreadLifecycleExample thread = new ThreadLifecycleExample(); System.out.println(thread.getName() + " - State before start: " + thread.getState());

thread.start(); // Start the thread

System.out.println(thread.getName() + " - State after start: " + thread.getState());

}

}

Output:-

