P1U3 Update Log

In this documentation, I will elaborate the changes I made on previous graded submission and correct those parts that cause the point deduction.

**Previous Problems:**

**1.** In the GradingRubric of Project 1 Unit 3, I was deducted points from criterion 1.g: “Demonstate (code and test) Object Locking usage. (Removing synchronization causes data corruption)”. I did not demonstrate the effect of removing synchronization in my console output as well as in the output document.

**Changes Made:**

**1.** In this New\_Submission\_P1U3 folder, I revised the program so that it can compare the effect of using synchronization and not using synchronization. In my Driver, all the three kinds of “update” methods are called twice, one using the synchronized methods and the other using the unsynchronized methods. It can seen from the console output that synchronized output is in a nice order which means that threads are not interleaved with each other. However, unsynchronized output is interleaved (for example, output containing “Color 5” and those containing “Color 6” are in some messy order). Also, I update the output document in the submission folder so that both synchronized and unsynchronized outputs are shown.