Inter thread Communication

* producer-consumer problems
* dead-locks
* race-condition

Producer Consumer Problem

bankrupt

loss

↓↓↓
Producer

1 Day
factory

produce supply
demand
consume

oil

7 Days

Producer
→ notify ( )
→ wait ( )

Consumer
→ wait ( )
→ notify ( )
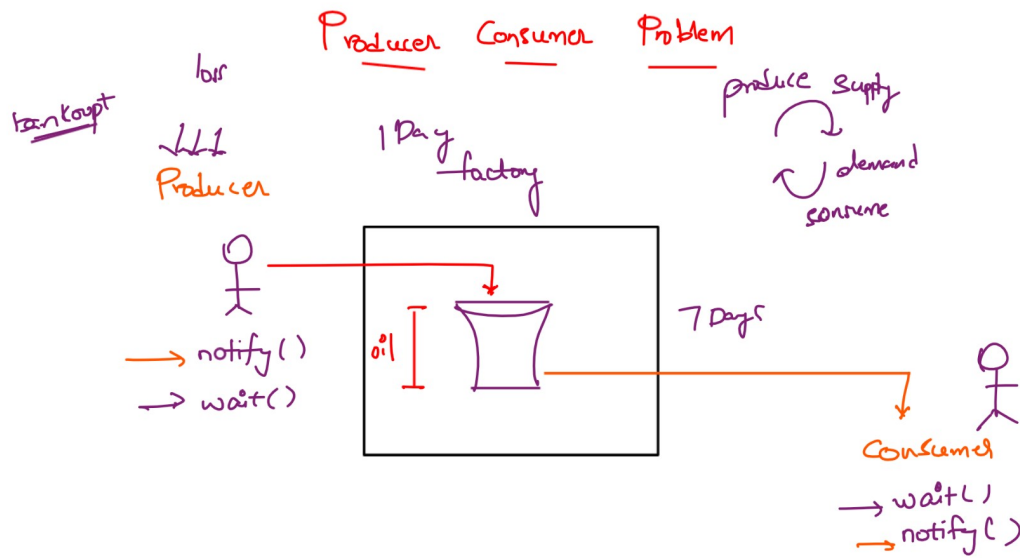
Notes:

→ the time taken for the production & for consumption would vary as long as the item is completely produced, along the side consumer completely consumes the item

→ On the other hand, until the item is completely consumed, the next item cannot be produced

→ In order to bring in communication b/w producer & consumer, we need to use notify() & wait() methods

→ once the item is completely produced, the producer will notify & wait fill it is consumed

→ on the other hand on receiving the notification the consumer would consume the item & notify producer & wait till the producer produces the next item