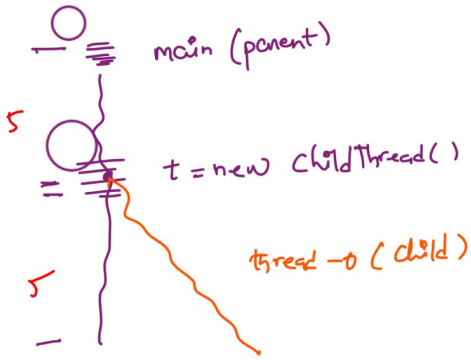
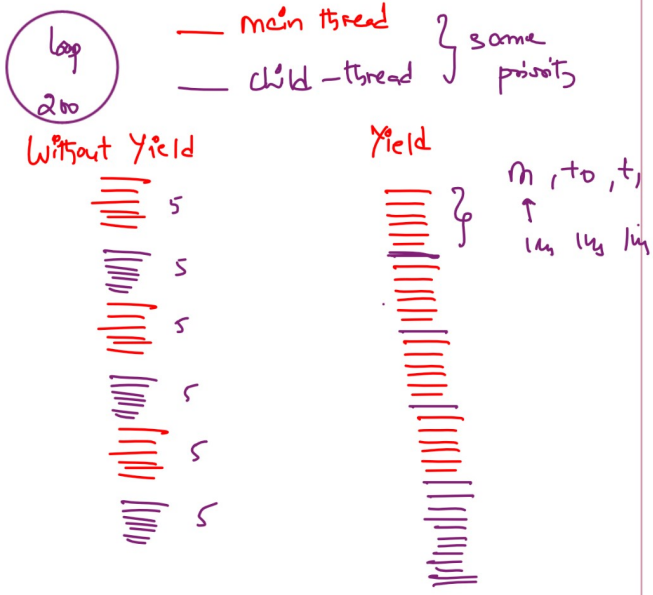
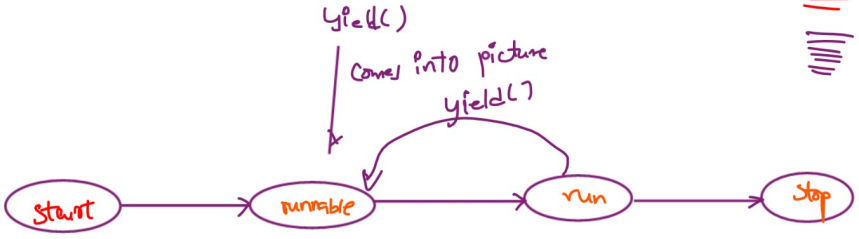
Yield







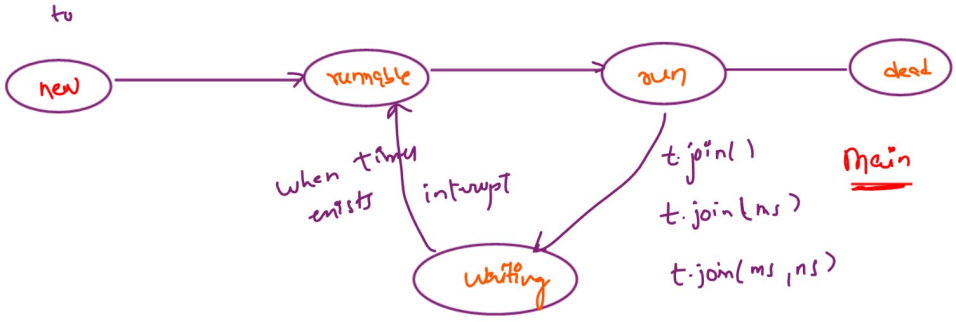
Note:

→ yield() is used to bring the currently executing thread from run state to runnable state, so that the processor can be utilized by some other threads of same priority

→ Incase if there are no other threads of same priority in runnable state then the current thread would keep executing even yield() is called

→ yield() is a static method present inside Thread class

Join()



Notes:

→ join method allows the current executing thread to go to waiting state until, the other thread finishes its execution

ex:

```
Downloading d = new Downloading()
d.start();
d.join()
```

→ The thread executing d.join statement will go to waiting state till the thread (Thread-0), completes its execution

[i.e Mainthread goes to waiting state]

→ once the thread (d), completes its execution then the main thread will come out of waiting state

[i.e comes from waiting state to runnable state]

d.join( ) → infinite wait

d.join (ms) 1000 — 1sec

d.join (ms, ns) 10000

1000 times

1 — 2 (1.1)

→ d.join(5000)

→ the current executing thread(main) would go to waiting state for maximum of 5sec (5000 milliseconds)

→ if the thread d doesn't finishes its execution with 5000ms, the current thread would come from waiting state to runnable state

→ Incase if the thread d finishes its execution within 1000ms then current thread comes from waiting state runnable state even it has left with 4000 ms, i.e it won't be sleeping until the last microsecond

Note:

→ join() throws InterruptedException, because it is a checked exception

→ It is compulsory that caller method [main()] needs to handle the exception (or) throw the exception