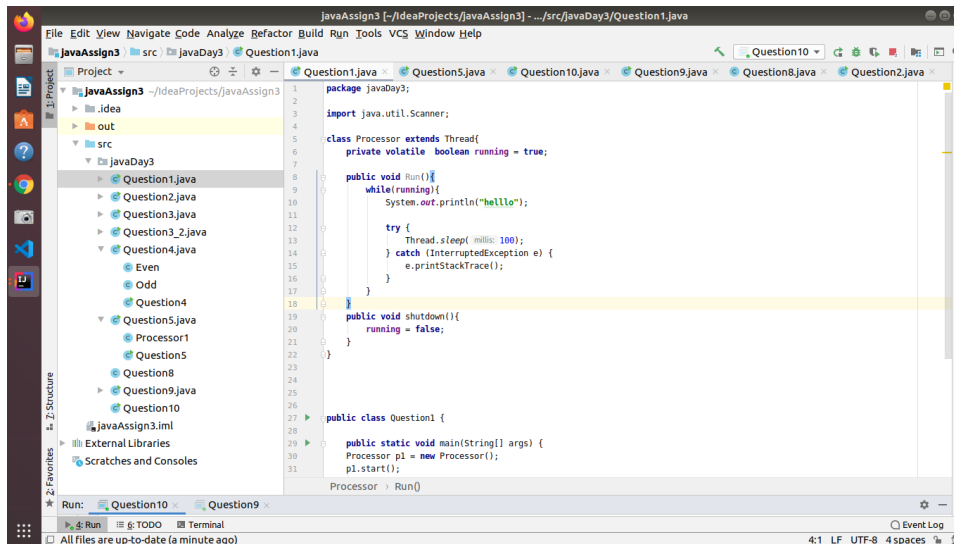
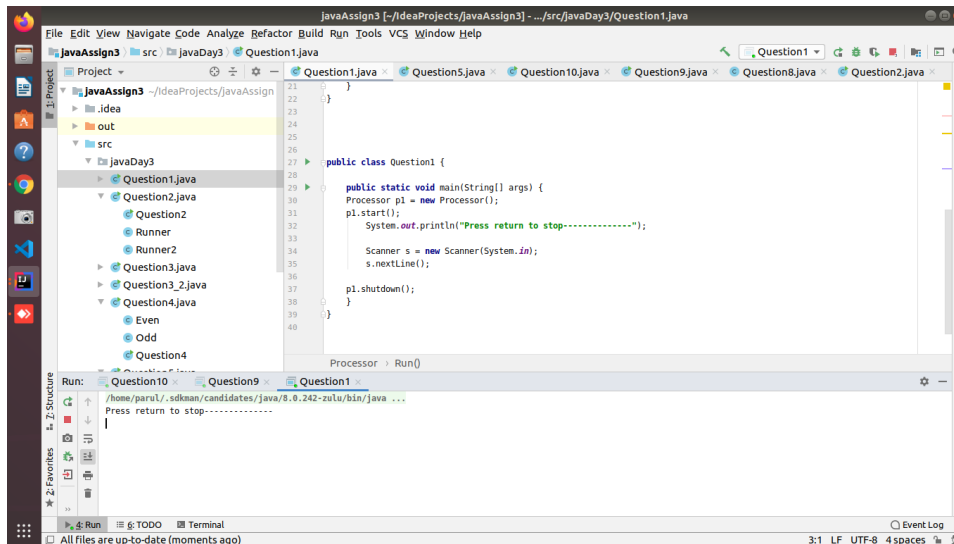


Question: 1:

Write a program to demonstrate the use of volatile keyword.



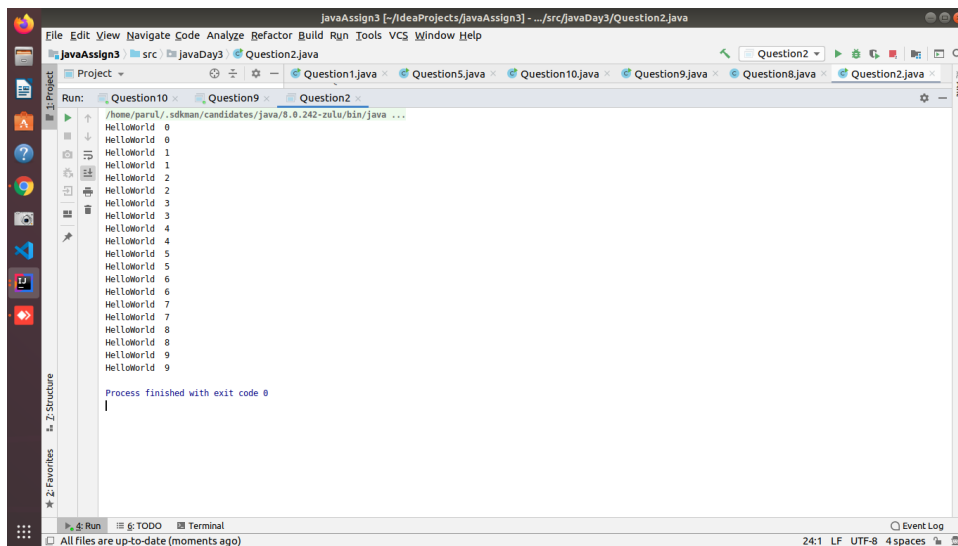
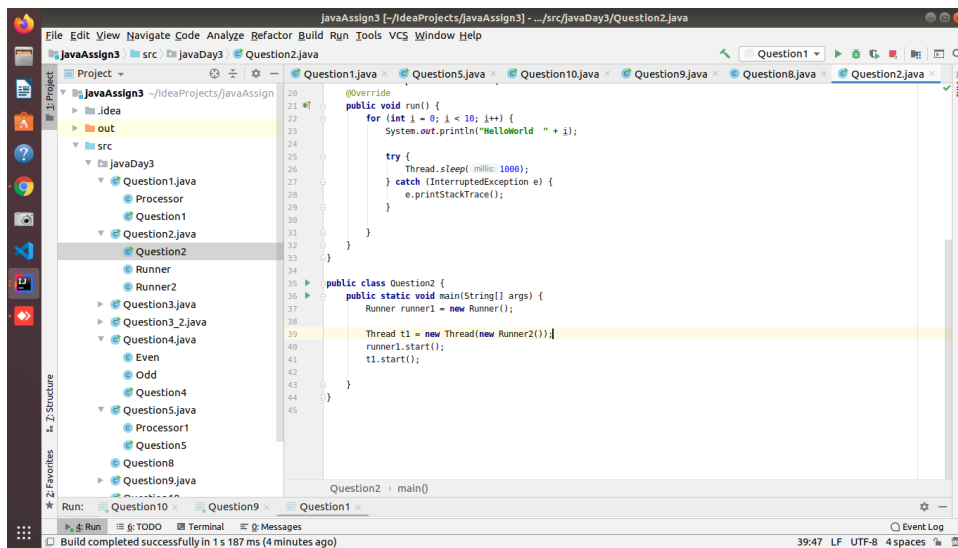
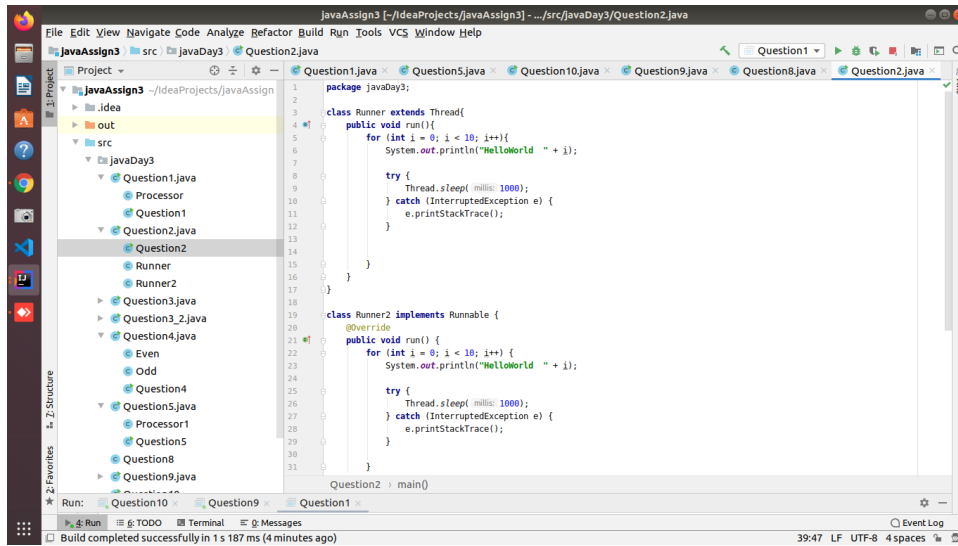
```
1 package javaDay3;
2
3 import java.util.Scanner;
4
5 class Processor extends Thread{
6     private volatile boolean running = true;
7
8     public void Run(){
9         while(running){
10             System.out.println("hello");
11
12             try {
13                 Thread.sleep(1000);
14             } catch (InterruptedException e) {
15                 e.printStackTrace();
16             }
17         }
18     }
19
20     public void shutdown(){
21         running = false;
22     }
23 }
24
25 public class Question1 {
26
27     public static void main(String[] args) {
28         Processor p1 = new Processor();
29         p1.start();
30
31         Processor p2 = new Processor();
32         p2.start();
33     }
34 }
```



```
1 package javaDay3;
2
3 import java.util.Scanner;
4
5 class Processor implements Runnable{
6     private volatile boolean running = true;
7
8     public void Run(){
9         while(running){
10             System.out.println("hello");
11
12             try {
13                 Thread.sleep(1000);
14             } catch (InterruptedException e) {
15                 e.printStackTrace();
16             }
17         }
18     }
19
20     public void shutdown(){
21         running = false;
22     }
23 }
24
25 public class Question1 {
26
27     public static void main(String[] args) {
28         Processor p1 = new Processor();
29         p1.start();
30
31         Scanner s = new Scanner(System.in);
32         s.nextLine();
33
34         p1.shutdown();
35     }
36 }
```

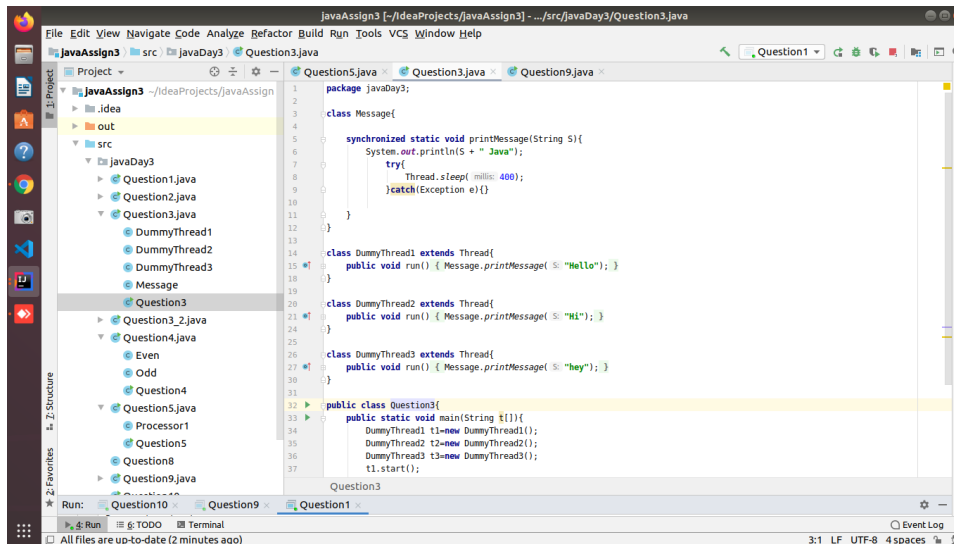
Question: 2:

Write a program to create a thread using Thread class and Runnable interface each.

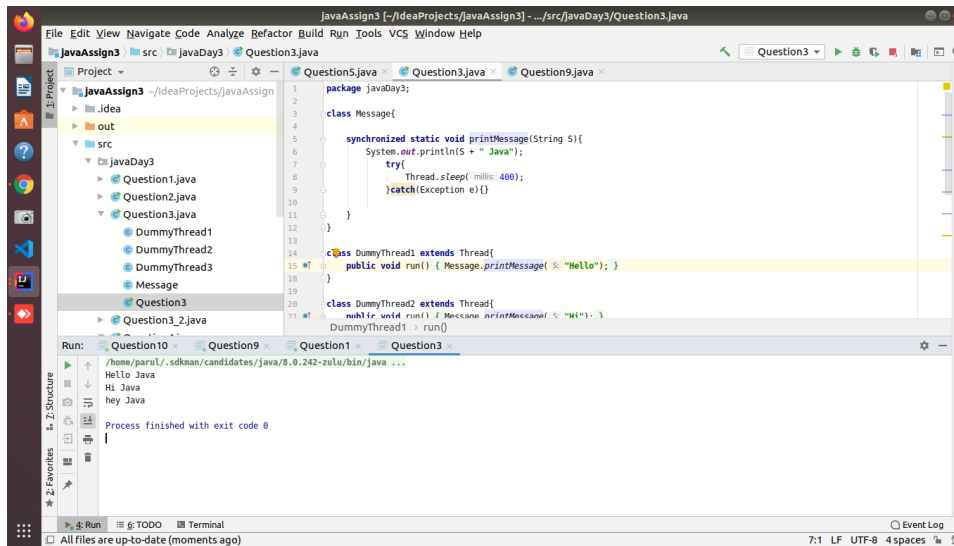


Question: 3:

Write a program using synchronization block and synchronization method.



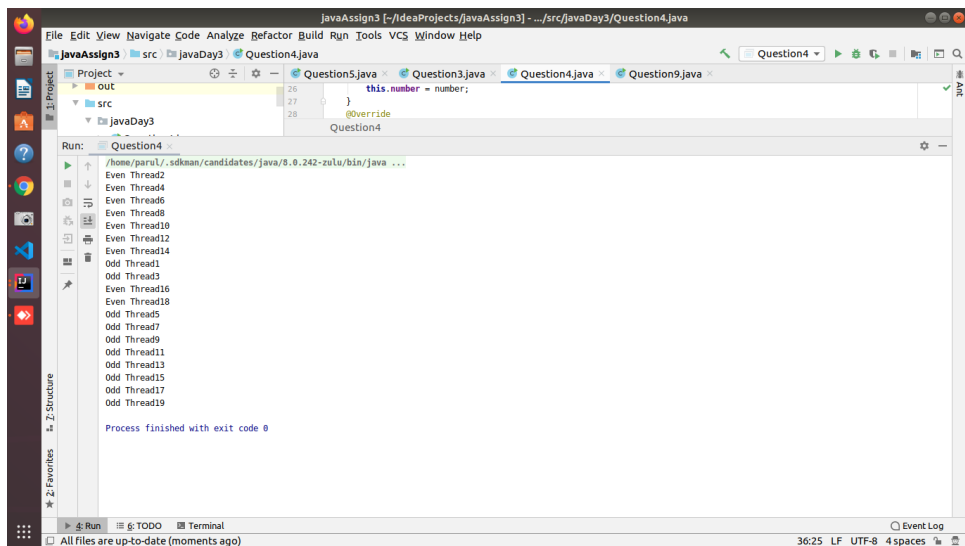
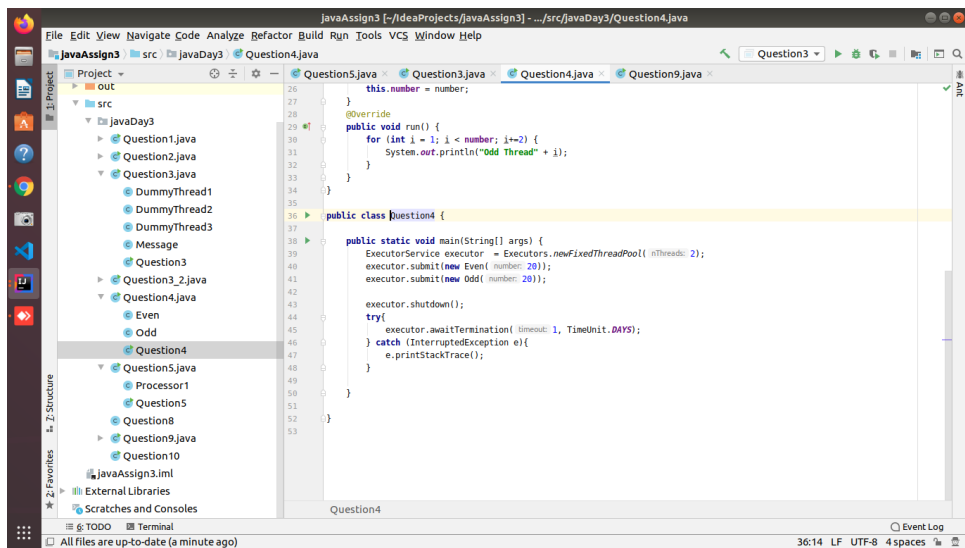
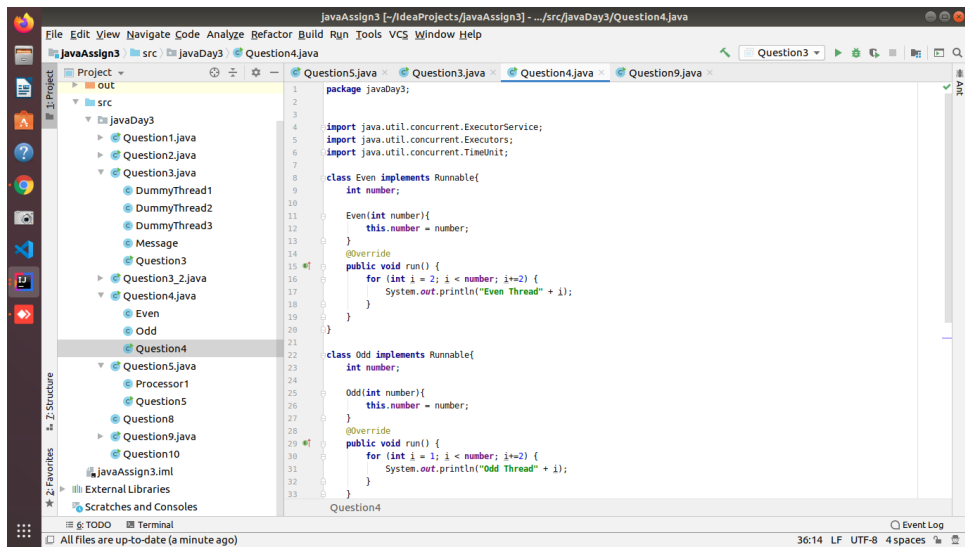
```
1 package javaDay3;
2
3 class Message{
4
5     synchronized static void printMessage(String S){
6         System.out.println(S + " Java");
7         try{
8             Thread.sleep( millis: 400);
9         }catch(Exception e){}
10    }
11
12 }
13
14 class DummyThread1 extends Thread{
15     public void run() { Message.printMessage( S: "Hello"); }
16 }
17
18 class DummyThread2 extends Thread{
19     public void run() { Message.printMessage( S: "Hi"); }
20 }
21
22 class DummyThread3 extends Thread{
23     public void run() { Message.printMessage( S: "hey"); }
24 }
25
26 public class Question3{
27     public static void main(String s[]){
28         DummyThread1 t1=new DummyThread1();
29         DummyThread2 t2=new DummyThread2();
30         DummyThread3 t3=new DummyThread3();
31         t1.start();
32     }
33 }
```



```
Run: /home/parul/.sdkman/candidates/java/8.0.242-zulu/bin/java ...
Hello Java
Hi Java
hey Java
Process finished with exit code 0
```

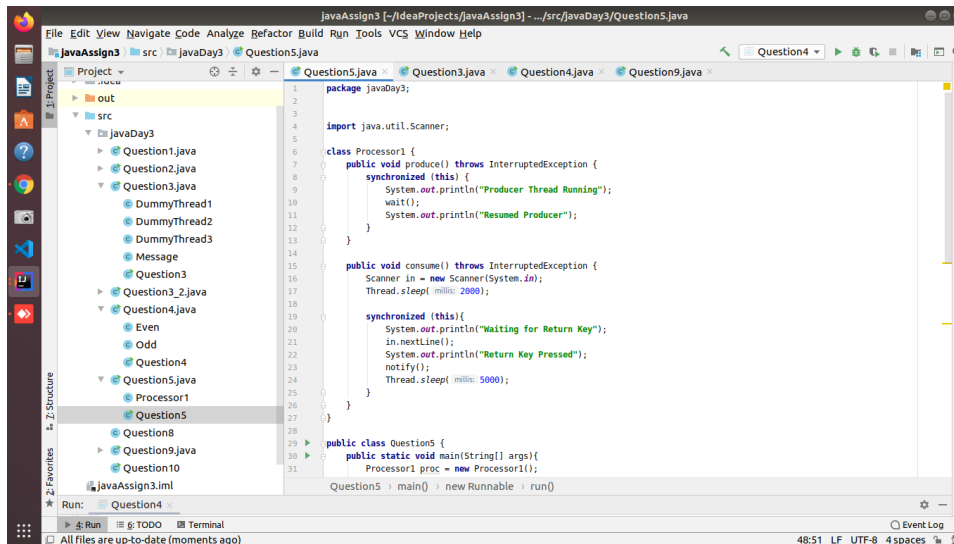
Question: 4:

Write a program to create a Thread pool of 2 threads where one Thread will print even numbers and other will print odd numbers.



Question: 5:

Write a program to demonstrate wait and notify methods.



```
package javaDay3;

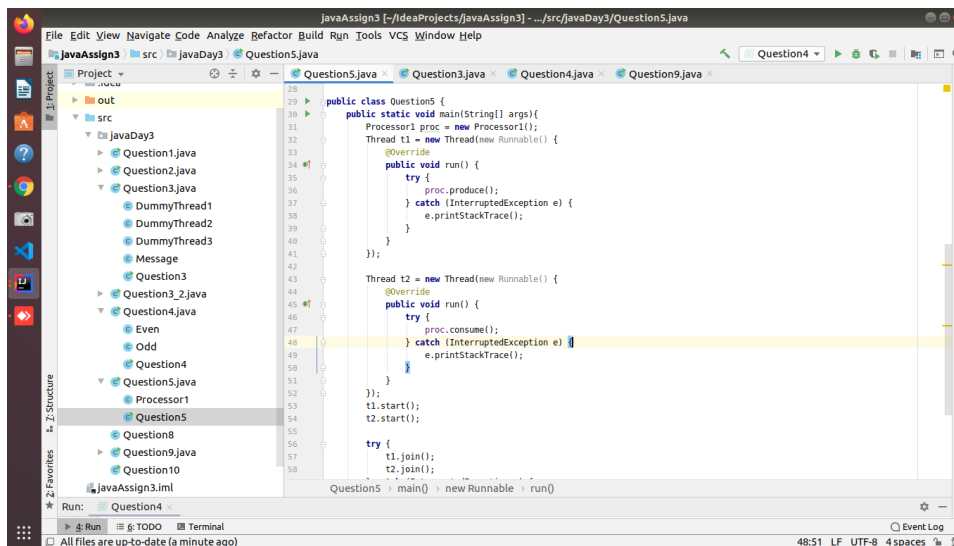
import java.util.Scanner;

class Processor1 {
    public void produce() throws InterruptedException {
        synchronized (this) {
            System.out.println("Producer Thread Running");
            wait();
            System.out.println("Resumed Producer");
        }
    }

    public void consume() throws InterruptedException {
        Scanner in = new Scanner(System.in);
        Thread.sleep(millis: 2000);

        synchronized (this){
            System.out.println("Waiting for Return Key");
            in.nextLine();
            System.out.println("Return Key Pressed");
            notify();
            Thread.sleep(millis: 5000);
        }
    }
}

public class Question5 {
    public static void main(String[] args){
        Processor1 proc = new Processor1();
        Question5 main() -> new Runnable -> run()
    }
}
```

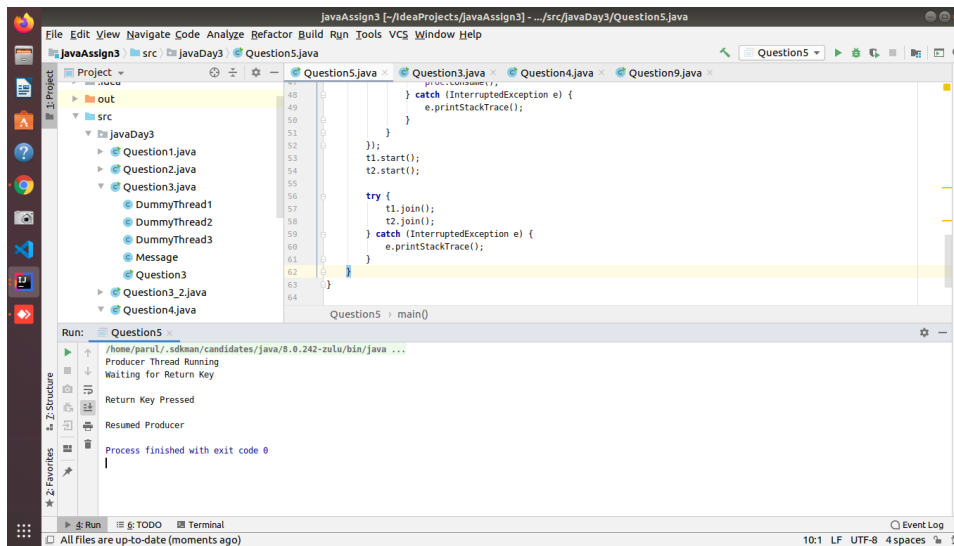


```
public class Question5 {
    public static void main(String[] args){
        Processor1 proc = new Processor1();
        Thread t1 = new Thread(new Runnable() {
            @Override
            public void run() {
                try {
                    proc.produce();
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }
        });

        Thread t2 = new Thread(new Runnable() {
            @Override
            public void run() {
                try {
                    proc.consume();
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }
        });

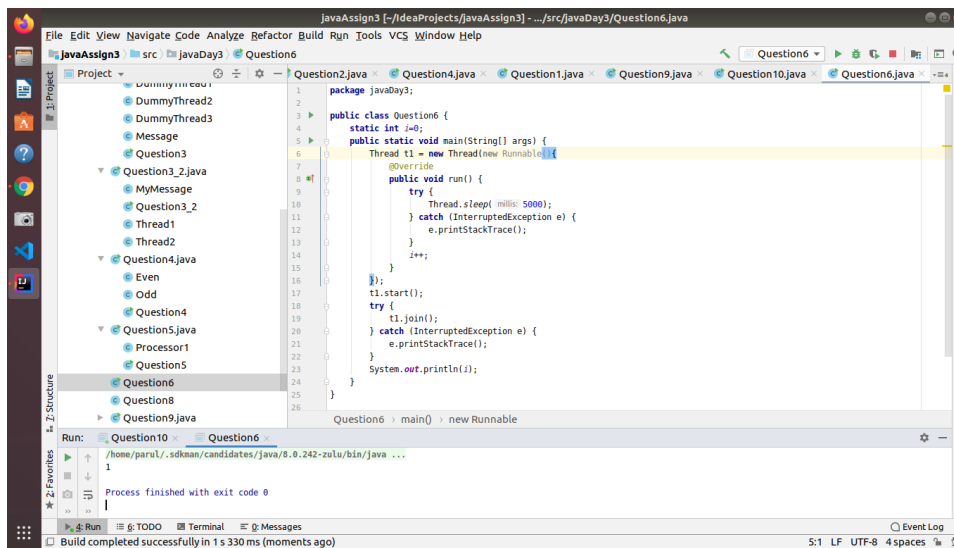
        t1.start();
        t2.start();

        try {
            t1.join();
            t2.join();
        } catch (InterruptedException e) {
            e.printStackTrace();
        }
    }
}
```



Question: 6:

Write a program to demonstrate sleep and join methods.



Question: 7:

Run a task with the help of callable and store it's result in the Future.

```

package javaDay3;

import java.util.Random;
import java.util.concurrent.Callable;
import java.util.concurrent.FutureTask;

class DummyClass implements Callable {

    public Object call() throws Exception {
        Random generator = new Random();
        int randNum = generator.nextInt(bound: 10);
        Thread.sleep(millis: randNum * 500);
        return randNum;
    }
}

public class Question7 {
    public static void main(String[] args) throws Exception {
        FutureTask[] randomNumber = new FutureTask[10];

        for (int i = 0; i < 10; i++) {
            Callable callable = ((Callable) new DummyClass());
            randomNumber[i] = new FutureTask(callable);
            Thread t1 = new Thread(randomNumber[i]);
            t1.start();
        }
    }
}

```

Run: Question10 Question7

Build completed successfully in 1 s 208 ms (moments ago)

```

package javaDay3;

import java.util.Random;
import java.util.concurrent.Callable;
import java.util.concurrent.FutureTask;

class DummyClass implements Callable {

    public Object call() throws Exception {
        Random generator = new Random();
        int randNum = generator.nextInt(bound: 10);
        Thread.sleep(millis: randNum * 500);
        return randNum;
    }
}

public class Question7 {
    public static void main(String[] args) throws Exception {
        FutureTask[] randomNumber = new FutureTask[10];

        for (int i = 0; i < 10; i++) {
            Callable callable = ((Callable) new DummyClass());
            randomNumber[i] = new FutureTask(callable);
            Thread t1 = new Thread(randomNumber[i]);
            t1.start();
        }

        for (int i = 0; i < 10; i++) {
            System.out.println(randomNumber[i].get());
        }
    }
}

```

Run: Question10 Question7

Process finished with exit code 0

Build completed successfully in 1 s 208 ms (a minute ago)

Question: 8:

Write a program to demonstrate the use of semaphore.

The screenshot shows the initial implementation of the `DbConnection` class and the `Question8` class. The `DbConnection` class implements the `Runnable` interface and uses a `Semaphore` to manage database connections. The `Question8` class is a simple test class that creates a `DbConnection` object and runs it.

```

package javaDay3;

import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
import java.util.concurrent.Semaphore;
import java.util.concurrent.TimeUnit;

class DbConnection implements Runnable {
    private static int connectionCount = 0;
    private static DbConnection obj = null;

    Semaphore sem = new Semaphore(permits: 20);

    private DbConnection() {}

    @Override
    public void run() {
        try {
            sem.acquire();
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        synchronized (this) {
            connectionCount++;
            System.out.println("Connection Count : " + connectionCount);
        }

        try {
            Thread.sleep(1000);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        DbConnection obj = new DbConnection();
        obj.run();
    }
}

public class Question8 {
    public static void main(String[] args) {
        ExecutorService executor = Executors.newCachedThreadPool();
        DbConnection obj = DbConnection.getInstance();
        for (int i = 0; i < 200; i++) {
            executor.submit(obj);
        }

        executor.shutdown();

        try {
            executor.awaitTermination(1, TimeUnit.DAYS);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }
    }
}

```

Run: Question10 - Question8
Process finished with exit code 0
Build completed successfully in 1 s 327 ms (2 minutes ago)

The screenshot shows the implementation of the `DbConnection` class and the `Question8` class. The `DbConnection` class now includes a `getInstance()` method that creates a new instance if none exists. The `Question8` class is updated to use the `getInstance()` method to create a `DbConnection` object.

```

package javaDay3;

import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
import java.util.concurrent.Semaphore;
import java.util.concurrent.TimeUnit;

class DbConnection implements Runnable {
    private static int connectionCount = 0;
    private static DbConnection obj = null;

    Semaphore sem = new Semaphore(permits: 20);

    private DbConnection() {}

    @Override
    public void run() {
        try {
            sem.acquire();
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        synchronized (this) {
            connectionCount++;
            System.out.println("Connection Count : " + connectionCount);
        }

        try {
            Thread.sleep(1000);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        DbConnection obj = new DbConnection();
        obj.run();
    }

    public static DbConnection getInstance() {
        if (obj == null) {
            obj = new DbConnection();
        }
        return obj;
    }
}

public class Question8 {
    public static void main(String[] args) {
        ExecutorService executor = Executors.newCachedThreadPool();
        DbConnection obj = DbConnection.getInstance();
        for (int i = 0; i < 200; i++) {
            executor.submit(obj);
        }

        executor.shutdown();

        try {
            executor.awaitTermination(1, TimeUnit.DAYS);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }
    }
}

```

Run: Question10 - Question8
Process finished with exit code 0
Build completed successfully in 1 s 327 ms (3 minutes ago)

The screenshot shows the implementation of the `DbConnection` class and the `Question8` class. The `DbConnection` class now uses a `Semaphore` with a permit of 5. The `Question8` class is updated to use the `getInstance()` method to create a `DbConnection` object.

```

package javaDay3;

import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
import java.util.concurrent.Semaphore;
import java.util.concurrent.TimeUnit;

class DbConnection implements Runnable {
    private static int connectionCount = 0;
    private static DbConnection obj = null;

    Semaphore sem = new Semaphore(permits: 5);

    private DbConnection() {}

    @Override
    public void run() {
        try {
            sem.acquire();
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        synchronized (this) {
            connectionCount++;
            System.out.println("Connection Count : " + connectionCount);
        }

        try {
            Thread.sleep(1000);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }

        DbConnection obj = new DbConnection();
        obj.run();
    }

    public static DbConnection getInstance() {
        if (obj == null) {
            obj = new DbConnection();
        }
        return obj;
    }
}

public class Question8 {
    public static void main(String[] args) {
        ExecutorService executor = Executors.newCachedThreadPool();
        DbConnection obj = DbConnection.getInstance();
        for (int i = 0; i < 200; i++) {
            executor.submit(obj);
        }

        executor.shutdown();

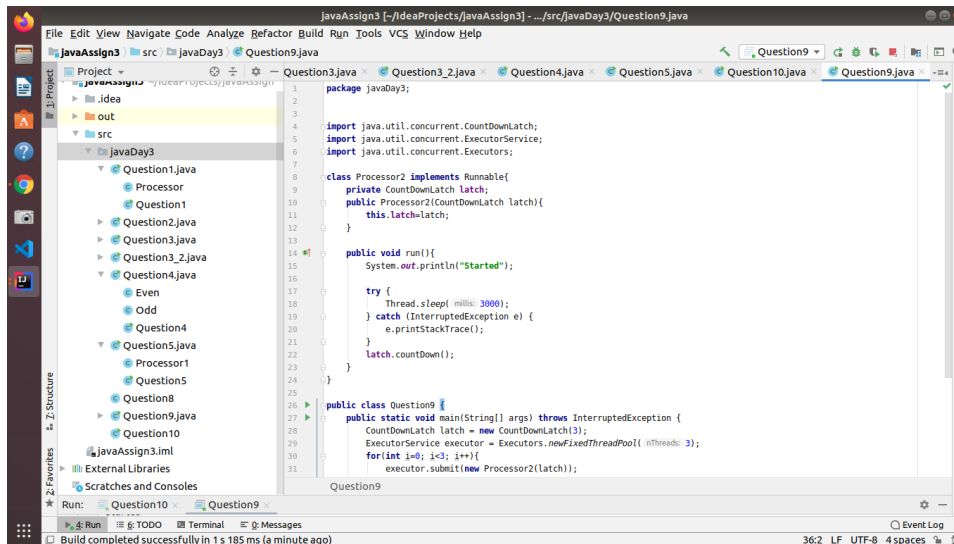
        try {
            executor.awaitTermination(1, TimeUnit.DAYS);
        } catch (InterruptedException e) {
            e.printStackTrace();
        }
    }
}

```

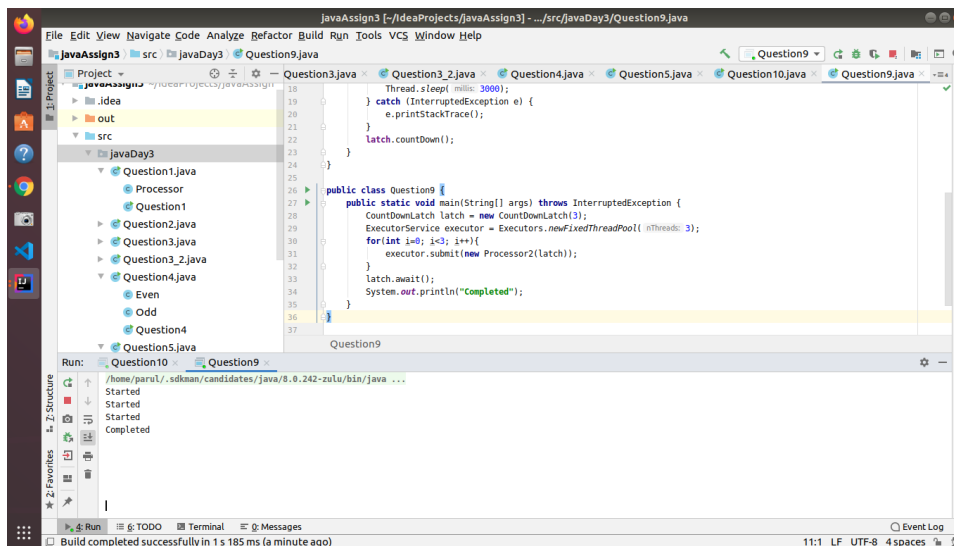
Run: Question10 - Question8
Process finished with exit code 0
Build completed successfully in 1 s 264 ms (moments ago)

Question: 9:

Write a program to demonstrate the use of CountdownLatch.



```
1 package javaDay3;
2
3
4 import java.util.concurrent.CountDownLatch;
5 import java.util.concurrent.ExecutorService;
6 import java.util.concurrent.Executors;
7
8 class Processor2 implements Runnable{
9     private CountDownLatch latch;
10    public Processor2(CountDownLatch latch){
11        this.latch=latch;
12    }
13
14    public void run(){
15        System.out.println("Started");
16
17        try {
18            Thread.sleep( 3000);
19        } catch (InterruptedException e) {
20            e.printStackTrace();
21        }
22        latch.countDown();
23    }
24
25    public class Question9 {
26        public static void main(String[] args) throws InterruptedException {
27            CountDownLatch latch = new CountDownLatch(3);
28            ExecutorService executor = Executors.newFixedThreadPool( 3);
29            for(int i=0; i<3; i++){
30                executor.submit(new Processor2(latch));
31            }
32        }
33    }
34}
```



```
1 package javaDay3;
2
3
4 import java.util.concurrent.CountDownLatch;
5 import java.util.concurrent.ExecutorService;
6 import java.util.concurrent.Executors;
7
8 class Processor2 implements Runnable{
9     private CountDownLatch latch;
10    public Processor2(CountDownLatch latch){
11        this.latch=latch;
12    }
13
14    public void run(){
15        System.out.println("Started");
16
17        try {
18            Thread.sleep( 3000);
19        } catch (InterruptedException e) {
20            e.printStackTrace();
21        }
22        latch.countDown();
23    }
24
25    public class Question9 {
26        public static void main(String[] args) throws InterruptedException {
27            CountDownLatch latch = new CountDownLatch(3);
28            ExecutorService executor = Executors.newFixedThreadPool( 3);
29            for(int i=0; i<3; i++){
30                executor.submit(new Processor2(latch));
31            }
32        }
33    }
34}
```

Question: 10:

Write a program which creates deadlock between 2 threads.

```
package javaDay3;

public class Question10 {
    public static void main(String[] args) {
        final String resource1 = "First Resource";
        final String resource2 = "Second Resource";
        Thread t1 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource1) {
                    System.out.println("Thread1----->Resource 1");

                    try {
                        Thread.sleep(100);
                    } catch (Exception e) {
                    }
                }

                synchronized (resource2) {
                    System.out.println("Thread1----->Resource 2");
                }
            }
        }) {
        };

        Thread t2 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource2) {
                }
            }
        }) {
        };
    }
}
```

Run: Question10 ... Question6 ...

Build completed successfully in 1 s 172 ms (a minute ago)

```
package javaDay3;

public class Question10 {
    public static void main(String[] args) {
        final String resource1 = "First Resource";
        final String resource2 = "Second Resource";
        Thread t1 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource1) {
                    System.out.println("Thread1----->Resource 1");

                    try {
                        Thread.sleep(100);
                    } catch (Exception e) {
                    }
                }

                synchronized (resource2) {
                    System.out.println("Thread1----->Resource 2");
                }
            }
        }) {
        };

        Thread t2 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource2) {
                }
            }
        }) {
        };
    }
}
```

Run: Question10 ... Question6 ...

Build completed successfully in 1 s 172 ms (a minute ago)

```
package javaDay3;

public class Question10 {
    public static void main(String[] args) {
        final String resource1 = "First Resource";
        final String resource2 = "Second Resource";
        Thread t1 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource1) {
                    System.out.println("Thread1----->Resource 1");

                    try {
                        Thread.sleep(100);
                    } catch (Exception e) {
                    }
                }

                synchronized (resource2) {
                    System.out.println("Thread2----->Resource 2");
                }
            }
        }) {
        };

        Thread t2 = new Thread(new Runnable() {
            @Override
            public void run() {
                synchronized (resource2) {
                }
            }
        }) {
        };
    }
}
```

Run: Question10 ... Question6 ...

Build completed successfully in 1 s 172 ms (a minute ago)