Threads

* It is light weight process.
* Thread can be created by 2 ways
* Thread class and Runnable Interface

Thread Life cycle:

* Create thread using New keyword
* Runnable state – start() method -🡪 Run() method
* Running state
* Non-Runnable state – sleep method
* Terminate – closing the thread

Start() 🡪 Thread execution will start here

Run() 🡪 thread logic will execute in run method

Sleep() 🡪 Thread will be in sleeping mode when it is called

Join 🡪 When 2 threads are running at same time and if you use join 1st thread will execute and next 2nd thread will execute.

Yield🡪 Whenever there are multiple Threads running and if you use Yield method then current execution of thread will pause and check for other waiting threads priority and if current Thread priority is more then it will continue its execution else it will go with higher priority Thread.

Synchronization:

* If one thread is executing all other threads will be in waiting state.
* It is a Thread safe.

1. Method level
2. Synchronization block
3. Static synchronization🡪 class level

Dead lock:

