LAB-10 2.

Deadlock.

```
class A
{
    Synchronized void foo(B b)
    {
      String name = Thread.currentThread().getName();
      System.out.println(name + " entered A.foo");
      try
      {
        Thread.sleep(1000);
      }
      catch (Exception e)
      {
        System.out.println(" A Interrupted");
      }
      System.out.println(name + "trying to call
          B.last()");
      b.last();
    }
    void last()
    {
        System.out.println("Inside A.last");
    }
}
class B
{
    synchronized void bas(A a)
    {
    String name = Thread.currentThread().
        getName();
```

```
System.out.println
try
{
  Thread.slee
}
catch (Exce
{
  System.
}
System.out.p
  A.last()
a.last();
}
void last()
{
  System.o
}
}
class Deadl
{
  A a = ne
  B b = ne
  Deadlo
  {
  Thread.
  Thread
  t.sta
  a.foo
  Syste
  }
  public
  {
    b.
```

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```
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{
    Synchronized void foo(B b)
    {
      String name = Thread.currentThread().getName()
      System.out.println(name + " entered A.foo")
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      {
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      }
      System.out.println(name + "trying to call
          B.last()");
      b.last();
    }.
    void last()
    {
        System.out.println("Inside A.last")
    }
}.
class B
{
    synchronized void bas(A a)
    {
    String name = Thread.currentThread().
        getName();
```

```
System.out.println(name + "entered B.bar");
try
{
    Thread.sleep(1000);
}
catch (Exception e)
{
    System.out.println("B Interrupted");
}
System.out.println(name + "trying to call
    A.last()");
a.last();
}
void last()
{
    System.out.println("Inside A.last");
}
}
class Deadlock implements Runnable
{
    A a = new A();
    B b = new B();
    Deadlock()
    {
    Thread.currentThread().setName("MainThread");
    Thread t = new Thread(this, "RacingThread");
    t.start();
    a.foo(b);
    System.out.println("Back in main Thread");
    }
    public void run()
    {
        b.bar(a);
```

```
        System.out.println("Back in other thread");
    }
    public static void main(String args[])
    {
        new Deadlock();
    }
}
```

output :

```
MainThread entered A.foo
RacingThread entered B.bar
MainThread trying to call B.last()
Inside A.last
Back in main Thread
RacingThread trying to call A.last()
Inside A.last
Back in other thread
```

13/2/24