```
deaddock:-
Class A
   synchronized void for (Bb)
          Stong name = Thread. Curriert (D. god Name ();
           System. out. perhoten Chame + " Entered A. foo");
           try
              Therad . Sleep (1000);
            (atch (Ecceptione)
                System.out proth ("A Interrupted ");
             System. out. pointly Charme +1 frying to Call B. last ()");
              b. last ();
          void last()
              System. out. pruth (" Inside A. last");
 Clay B
                 void bour (A a)
         Strong name : Threed. Current Thread () get Name ();
          System. out. prith Cname + " entered B. bas ");
```

```
try
           Thouad. sleep (1000);
          (Catch (Exception e)
              System. Out. freitigh ("B Interrupted");
         . Catch (Facultion e)
              System out. forth (Name + " trying to call A. lost (79)
              a.last();
  void last()
            System. Out. pruth ("Inside A. last");
   3
Class Deadlock implements Runnakh
       Aa=new A();
       Bb = new b();
      Deadlock ()
        Thread. Current thorad (). Set Name ("Mahr Thread");
     Throught = new Throad ( this, " Kally Thread");
    t-Start();
   a. foo(b);
   System. out. poetler (" Back in many thread"):
 4
```

public void sum () b. bar (a); System out pruth ("Back in other thread"); public state void male (strug ags []) new Peadlock; white ((saytion c) 3(1) ted + Da of project " - unal token two motops Output := Male Thread entend A foo Racing Thread entired B. bar Rowy Threed trying to Call B. Lest () Deadlack inflorests human Inside A. last Bouk in moln thread Acom AC); Bouk in other flowed (Od com) = dd Ceaellock () Trevel - General Thereof () sof Many (" Mahr Threed") Thread is - view Throad ( His, a Marky Thread"); Sesson and Jobble (" Back to make Hound")