

## Programs on Concurrency Utilities in Java

**// A simple semaphore example showing usage of acquire () and release ().**

```
import java.util.concurrent.*;
class SemDemo {
    public static void main(String args[]) {
        Semaphore sem = new Semaphore(1);
        new IncThread (sem, "A");
        new DecThread (sem, "B");
    }
}
```

**// A shared resource.**

```
class Shared {
    static int count = 0;
}
```

**// A thread of execution that increments count.**

```
class IncThread implements Runnable {
    String name;
    Semaphore sem;
    IncThread(Semaphore s, String n) {
        sem = s;
        name = n;
        new Thread(this).start();
    }
    public void run() {
        System.out.println("Starting " + name);
        try {
            // First, get a permit.
            System.out.println(name + " is waiting for a permit.");
            sem.acquire();
            System.out.println(name + " gets a permit.");
            // Now, access shared resource.
            for(int i=0; i < 5; i++) {
                Shared.count++;
                System.out.println(name + ": " + Shared.count);
                // Now, allow a context switch -- if possible.
                Thread.sleep(10);
            }
        } catch (InterruptedException exc) {
            System.out.println(exc);
        }
        // Release the permit.
        System.out.println(name + " releases the permit.");
        sem.release();
    }
}
```

**// A thread of execution that decrements count.**

```
class DecThread implements Runnable {
    String name;
    Semaphore sem;
    DecThread(Semaphore s, String n) {
        sem = s;
        name = n;
        new Thread(this).start();
    }
    public void run() {
        System.out.println("Starting " + name);
        try {
            // First, get a permit.
            System.out.println(name + " is waiting for a permit.");
            sem.acquire();
            System.out.println(name + " gets a permit.");

            // Now, access shared resource.
            for(int i=0; i < 5; i++) {
                Shared.count--;
                System.out.println(name + ": " + Shared.count);
                // Now, allow a context switch -- if possible.
                Thread.sleep(10);
            }
        } catch (InterruptedException exc) {
            System.out.println(exc);
        }
        // Release the permit.
        System.out.println(name + " releases the permit.");
        sem.release();
    }
}
```

Problems Javadoc Declaration Console Console

<terminated> SemDemo [Java Application] C:\Program Files (x86)\Java\jre6\bin\javaw.exe (19-Oct-2020 8:42:06 AM)

```
Starting A
A is waiting for a permit.
A gets a permit.
Starting B
B is waiting for a permit.
A: 1
A: 2
A: 3
A: 4
A: 5
A releases the permit.
B gets a permit.
B: 4
B: 3
B: 2
B: 1
B: 0
B releases the permit.
```

```
// An implementation of a producer and consumer that use semaphores to control  
// synchronization.
```

```
import java.util.concurrent.Semaphore;
```

```
class Q {  
    int n;  
    // Start with consumer semaphore unavailable.  
    static Semaphore semCon = new Semaphore(0);  
    static Semaphore semProd = new Semaphore(1);  
  
    void get() {  
        semProd.release();  
        try {  
            semCon.acquire();  
        } catch (InterruptedException e) {  
            System.out.println("InterruptedException caught");  
        }  
        System.out.println("Got: " + n);  
    }  
  
    void put(int n) {  
        semCon.release();  
        try {  
            semProd.acquire();  
        } catch (InterruptedException e) {  
            System.out.println("InterruptedException caught");  
        }  
        this.n = n;  
        System.out.println("Put: " + n);  
    }  
}  
  
class Producer implements Runnable {  
    Q q;  
    Producer(Q q) {  
        this.q = q;  
        new Thread(this, "Producer").start();  
    }  
  
    public void run() {  
        for(int i=0; i < 20; i++) q.put(i);  
    }  
}
```

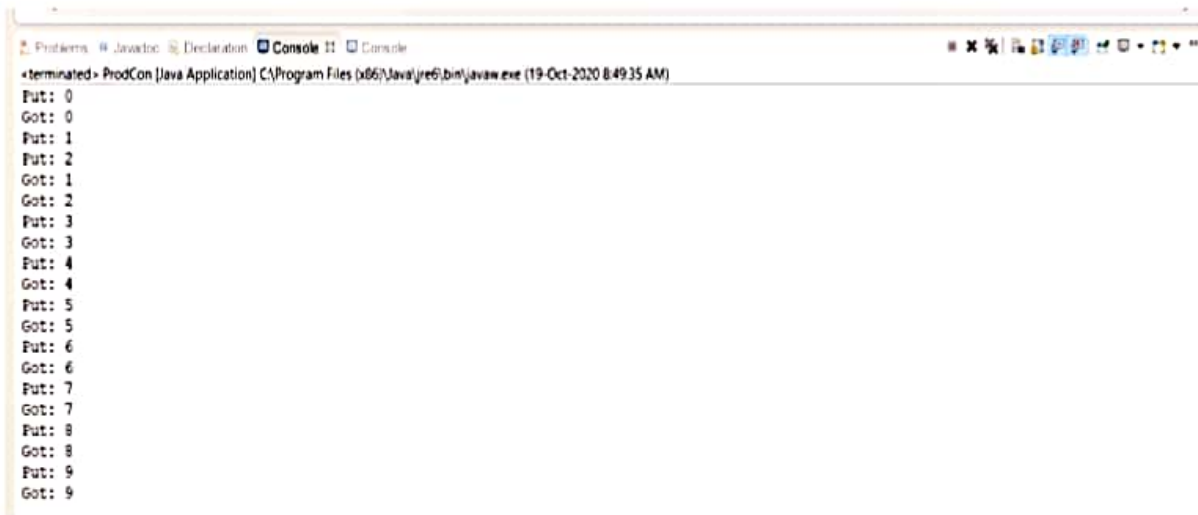
```

class Consumer implements Runnable {
    Q q;
    Consumer(Q q) {
        this.q = q;
        new Thread(this, "Consumer").start();
    }

    public void run() {
        for(int i=0; i < 20; i++) q.get();
    }
}

class ProdCon {
    public static void main(String args[]) {
        Q q = new Q();
        new Consumer(q);
        new Producer(q);
    }
}

```



```

<terminated> ProdCon [Java Application] C:\Program Files (x86)\Java\jre6\bin\java.exe (19-Oct-2020 8:49:35 AM)
Put: 0
Got: 0
Put: 1
Put: 2
Got: 1
Got: 2
Put: 3
Got: 3
Put: 4
Got: 4
Put: 5
Got: 5
Put: 6
Got: 6
Put: 7
Got: 7
Put: 8
Got: 8
Put: 9
Got: 9

```

### // An example of CountdownLatch.

```
import java.util.concurrent.CountDownLatch;

class CDLDemo {
    public static void main(String args[]) {
        CountDownLatch cdl = new CountDownLatch(5);
        System.out.println("Starting");

        new MyThread(cdl);
        try {
            cdl.await();
        } catch (InterruptedException exc) {
            System.out.println(exc);
        }
        System.out.println("Done");
    }
}

class MyThread implements Runnable {
    CountDownLatch latch;
    MyThread(CountDownLatch c) {
        latch = c;
        new Thread(this).start();
    }

    public void run() {
        for(int i = 0; i<5; i++) {
            System.out.println(i);
            latch.countDown(); // decrement count
        }
    }
}
```



```
<terminated> CDLDemo [Java Application] C:\Program Files (x86)\Java\jre6\bin\javaw.exe (19-Oct-2020 11:23:06 AM)
Starting
0
1
2
3
4
Done
```