Lab-10(b)
DEAD LOCK

```
class A
{
  synchronized void foo(B b)
  {
    String name = Thread.currentThread().
                  .getName();
    System.out.println("A Interrupted");
    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();
  }
}
```

```
class B
{
  Synchronized void bar(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
            ("Main Thread");
        Thread t = new Thread(this,
                "RacingThread");
        t.start();
        a.foo(b);
        thread
        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 in foo
RacingThread in 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

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