

6/2/24

Lab. Prgm - 10.

Demonstrate Inter process communication and deadlock.

```

class G {
    int n;
    boolean valueSet = false;
    synchronized int get() {
        while (!valueSet)
            try {
                System.out.println("In Consumer waiting\n");
                wait();
            } catch (InterruptedException e) {
                System.out.println("InterruptedException caught");
            }
        System.out.println("Got: " + n);
        valueSet = false;
        System.out.println("In Intimate Producer\n");
        notify();
        return n;
    }
    synchronized void put(int n) {
        while (valueSet)
            try {
                System.out.println("In Producer waiting\n");
                wait();
            } catch (InterruptedException e) {
                System.out.println("InterruptedException caught");
            }
        this.n = n;
        valueSet = true;
    }
}
    
```



```

        System.out.println("Put: " + n);
        System.out.println("In Intimate Consumer\n");
        notify();
    }
}

```

```

class Producer implements Runnable {

```

```

    Q q;

```

```

    Producer(Q q) {

```

```

        this.q = q;

```

```

        new Thread(this, "Producer").start();

```

```

    public void run() {

```

```

        int i = 0;

```

```

        while (i < 15) {

```

```

            q.put(i++);

```

```

        }

```

```

    }
}

```

```

class Consumer implements Runnable {

```

```

    Q q;

```

```

    Consumer(Q q) {

```

```

        this.q = q;

```

```

        new Thread(this, "Consumer").start();

```

```

    public void run() {

```

```

        int i = 0;

```

```

        while (i < 15) {

```

```

            int r = q.get();

```

```

            System.out.println("consumed: " + r);

```

```

            i++;

```

```

        }
    }
}

```



```

class PCFixed {
    public static void main(String[] args) {
        Qq = new Q();
        new Producer(q);
        new Consumer(q);
        System.out.println("Press Control-C to stop");
    }
}

```

```

O/P: Put: 1      Put: 4
     Got: 1      Got: 4
     Put: 2      Put: 5
     Got: 2      Got: 5
     Put: 3
     Got: 3

```



## Deadlock.

class A {

synchronized void foo(Bb){

String name = Thread.currentThread().getName();

SOP (name + " entered A.foo");

try {

Thread.sleep(1000);

catch (Exception e)

SOP ("A Interrupted");

SOP (name + " trying to call B.last()");

b.last();

void last(){

SOP ("Inside A.last()");

class B {

synchronized void bar(Aa){

String name = Thread.currentThread().getName();

SOP (name + " Entered B.bar");

try {

Thread.sleep(1000);

catch (Exception e)

SOP ("B Interrupted");

SOP (name + " trying to call A.last()");

a.last();



```
void last() {
    sop("Inside A.last");
}
```

```
class Deadlock implements Runnable {
```

```
    Aa = new A();
```

```
    Bb = new B();
```

```
    Deadlock() {
```

```
        Thread.currentThread().setName("Main Thread");
```

```
        Thread t = new Thread(this, "Racing Thread");
```

```
        t.start();
```

```
        Aa.foo(Bb);
```

```
        sop("Back in main thread.");
```

```
    public void run() {
```

```
        Bb.bar(Aa);
```

```
        sop("Back in other thread.");
```

```
    public static void main(String args[]) {
```

```
        new Deadlock();
```

O/p: Main Thread entered A.foo

Racing Thread entered B.bar

Main Thread trying to call B.last()

Inside A.last

Back in Main Thread

Racing Thread trying to call A.last()

Inside A.last

Back in other thread