

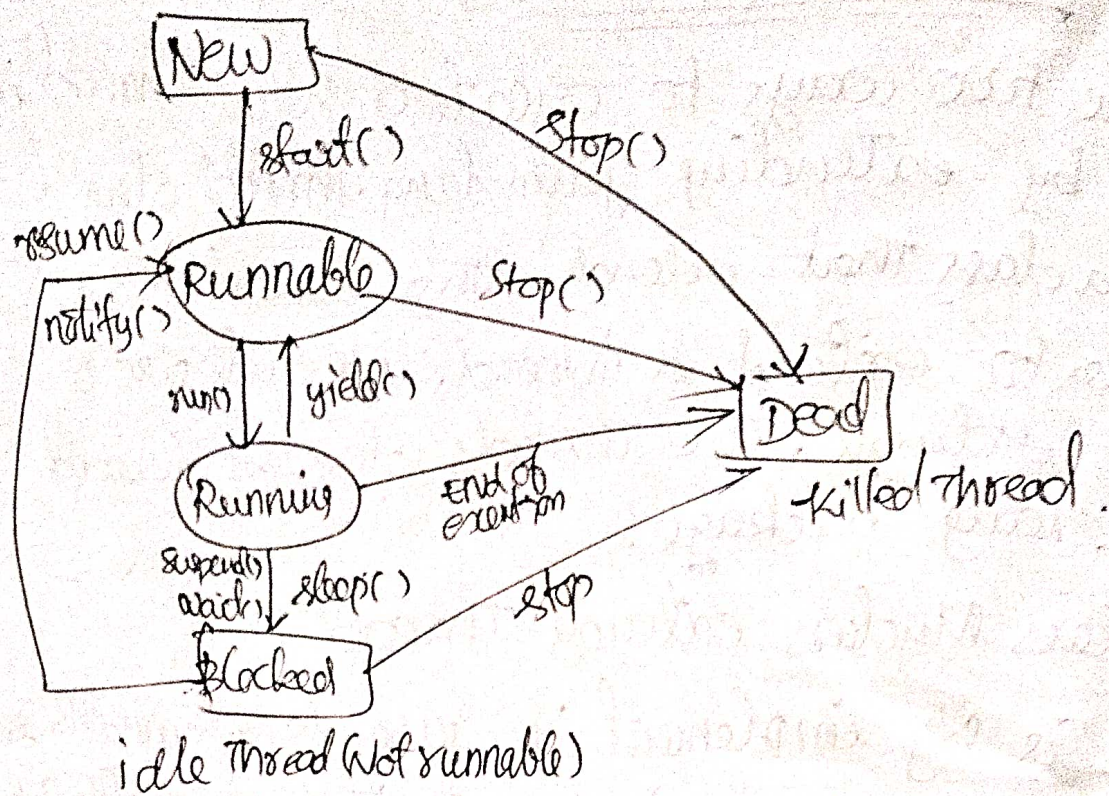
Thread Life Cycle:

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New (Newborn State): When we create a thread object using Thread class, thread is born and is known to be in Newborn state. That is, when a thread is born, it enters into new state but the start() method has not been called yet on the instance.

Runnable state: Runnable state means a thread is ready for execution. When the start() method is called on a new thread, thread enters into runnable state.

Running state: Running means processor (CPU) has allocated time slot to the thread for its execution. When thread scheduler selects a thread from the runnable state for execution, it goes into running state.



Thread Methods:

- * start(): initiates the execution of the thread.
- * sleep(): Causes the thread to sleep for a specified amount of time.
- * join(): Wait for the thread to die.
- * wait(): Causes the current thread to wait until another thread invokes the notify() method.
- * notify(): Wakes up a single thread that is waiting on the object.
- * notifyAll(): wakes up all threads that are waiting on the object.

Note: InterruptedException: It is thrown when the waiting or sleeping state is disrupted by another thread. IllegalStateException: It is thrown when a thread is tried to start that is already started.