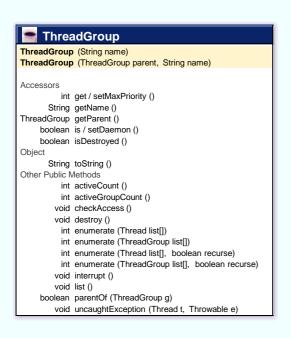
java.lang.* Thread

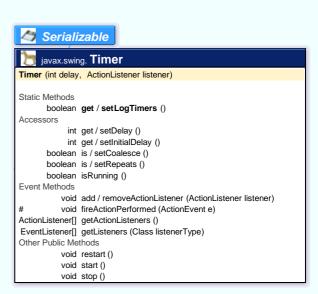


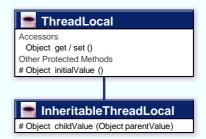
```
Thread
Thread (Runnable target)
Thread (String name)
Thread (ThreadGroup group, Runnable target)
Thread (ThreadGroup group, String name)
Thread (Runnable target, String name)
Thread (ThreadGroup group, Runnable target, String name)
Thread (ThreadGroup group, Runnable target, String name,
        long stackSize)
Static Methods
          int activeCount ()
     Thread currentThread ()
        void dumpStack ()
          int enumerate (Thread tarray[])
    boolean holdsLock (Object obj)
    boolean interrupted ()
        void sleep (long millis) &
        void sleep (long millis, int nanos) &
        void yield ()
Accessors
ClassLoader get / setContextClassLoader ()
      String get / setName ()
          int get / setPriority ()
ThreadGroup getThreadGroup ()
    boolean isAlive ()
    boolean is / setDaemon ()
    boolean isInterrupted ()
Object
      String toString ()
Other Public Methods
        void checkAccess ()
        void destroy ()
        void interrupt ()
        void join () 🕻
        void join (long millis) 🕻
        void join (long millis, int nanos) 🕻
        void run ()
        void start ()
int MIN_PRIORITY, NORM_PRIORITY, MAX_PRIORITY
```



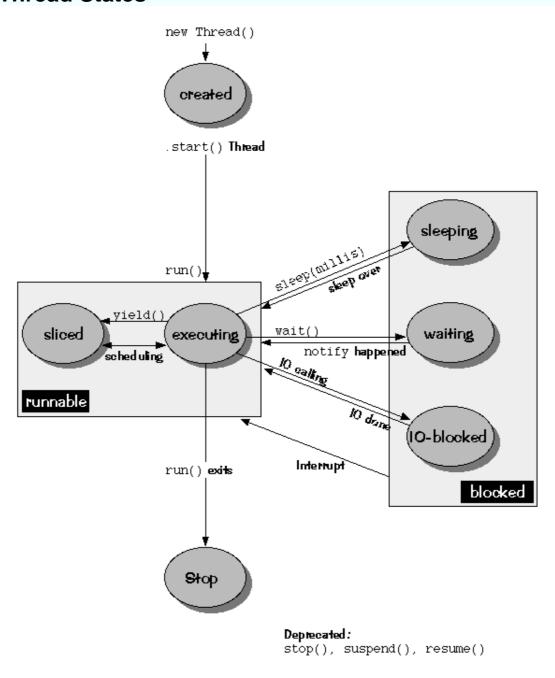






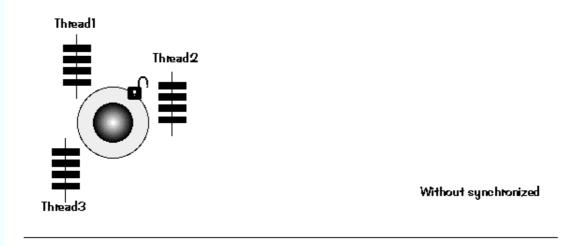


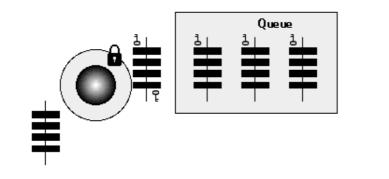
Thread States



www.falkhausen.de Version 0.8 Copyright 2002 by Markus Falkhausen. All rights reserved.

synchronized and wait





1 synchronized

