

Task 1: Creating and Managing Threads

Write a program that starts two threads, where each thread prints numbers from 1 to 10 with a 1-second delay between each number

The image displays two screenshots of the Eclipse IDE, showing the development and execution of a Java program that creates two threads, each printing numbers 1 to 10 with a 1-second delay.

Top Screenshot: The IDE shows the `PrintNum.java` file. The code defines a `PrintNum` class that implements `Runnable`. The `run()` method prints the thread's name and a counter from 1 to 10, with a 1-second delay between each print. The `main` method creates two threads, `Thread 1` and `Thread 2`, and starts them.

```
1 package com.assignment;
2
3 class PrintNum implements Runnable {
4     private String threadName;
5
6     public PrintNum(String threadName) {
7         this.threadName = threadName;
8     }
9
10    @Override
11    public void run() {
12        for (int i = 1; i <= 10; i++) {
13            System.out.println(threadName + ": " + i);
14            try {
15                Thread.sleep(1000);
16            } catch (InterruptedException e) {
17                e.printStackTrace();
18            }
19        }
20    }
21
22    public static void main(String[] args) {
23        Thread thread1 = new Thread(new PrintNum("Thread 1"));
24        Thread thread2 = new Thread(new PrintNum("Thread 2"));
25    }
26 }
```

The console output shows the execution of the program, displaying the thread names and the numbers 1 through 10 for each thread, with a 1-second delay between each print.

```
Thread 1: 5
Thread 2: 5
Thread 2: 6
Thread 1: 6
Thread 1: 7
Thread 2: 7
Thread 2: 8
Thread 1: 8
Thread 2: 9
```

Bottom Screenshot: The IDE shows the `PrintNum.java` file. The code defines a `PrintNum` class that implements `Runnable`. The `run()` method prints the thread's name and a counter from 1 to 10, with a 1-second delay between each print. The `main` method creates two threads, `Thread 1` and `Thread 2`, and starts them. The `main` method also calls `thread1.join()` and `thread2.join()` to wait for both threads to finish before printing a message.

```
17        e.printStackTrace();
18    }
19    }
20
21    public static void main(String[] args) {
22        Thread thread1 = new Thread(new PrintNum("Thread 1"));
23        Thread thread2 = new Thread(new PrintNum("Thread 2"));
24
25        thread1.start();
26        thread2.start();
27
28        try {
29            thread1.join();
30            thread2.join();
31        } catch (InterruptedException e) {
32            e.printStackTrace();
33        }
34
35        System.out.println("Both threads have finished execution.");
36    }
37 }
```

The console output shows the execution of the program, displaying the thread names and the numbers 1 through 10 for each thread, with a 1-second delay between each print. The output also shows the message "Both threads have finished execution." after the threads have completed their execution.

```
Thread 1: 5
Thread 2: 5
Thread 2: 6
Thread 1: 6
Thread 1: 7
Thread 2: 7
Thread 2: 8
Thread 1: 8
Thread 2: 9
Both threads have finished execution.
```

Task 2: States Transitions

Create a Java class that simulates a thread going through different lifecycle states: NEW, RUNNABLE, WAITING, TIMED WAITING, BLOCKED, and TERMINATED. Use methods like `sleep()`, `wait()`, `notify()`, and `join()` to demonstrate these states

```

1 package com.assignment;
2
3 public class ThreadLifeCycle {
4
5     private static final Object lock = new Object();
6
7     public static void main(String[] args) {
8         Thread thread = new Thread(new Runnable() {
9             @Override
10             public void run() {
11                 try {
12                     System.out.println("Thread is in RUNNABLE state.");
13
14                     System.out.println("Thread sleeps for 2 seconds.");
15                     Thread.sleep(2000);
16
17                     synchronized (lock) {
18                         System.out.println("Thread is in WAITING state.");
19                         lock.wait();
20                     }
21
22                     System.out.println("Thread is in RUNNABLE state again after notified.");
23                 } catch (InterruptedException e) {
24                     e.printStackTrace();
25                 }
26             }
27         });
28         thread.start();
29     }
30 }

```

Thread is in NEW state.
Thread is in RUNNABLE state.
Thread sleeps for 2 seconds.
Main thread is notifying the waiting thread.
Thread is in WAITING state.
Thread is in NEW state.
Thread is in RUNNABLE state.
Thread sleeps for 2 seconds.
Main thread is notifying the waiting thread.
Thread is in WAITING state.

The screenshot shows the Eclipse IDE with the file `ThreadLifeCycle.java` open. The code implements a thread lifecycle with states: NEW, RUNNABLE, WAITING, and TERMINATED. It uses a `Lock` and `Condition` for synchronization. The console output shows the thread's state transitions over time.

```
41    });
42
43
44    System.out.println("Thread is in NEW state.");
45
46
47    thread.start();
48
49    try {
50
51        Thread.sleep(1000);
52
53
54        synchronized (lock) {
55            System.out.println("Main thread is notifying the waiting thread.");
56            lock.notify();
57        }
58
59
60        thread.join();
61    } catch (InterruptedException e) {
62        e.printStackTrace();
63    }
64
65
66
```

Console Output:

```
ThreadLifeCycle [Java Application] C:\Program Files\Java\jdk-20\bin\javaw.exe (02-Jun-2024, 7:07:11 pm) [pid: 7228]
Thread is in NEW state.
Thread is in RUNNABLE state.
Thread sleeps for 2 seconds.
Main thread is notifying the waiting thread.
Thread is in WAITING state.
```

Task 3: Synchronization and Inter-thread Communication

Implement a producer-consumer problem using `wait()` and `notify()` methods to handle the correct processing sequence between threads

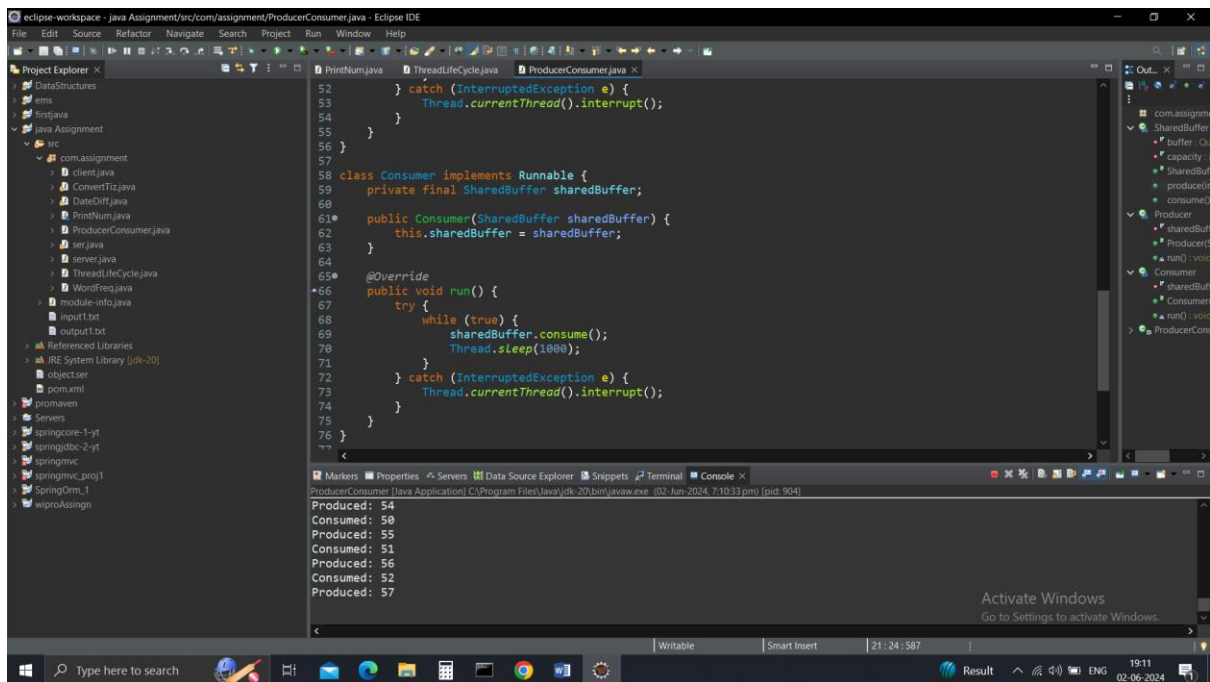
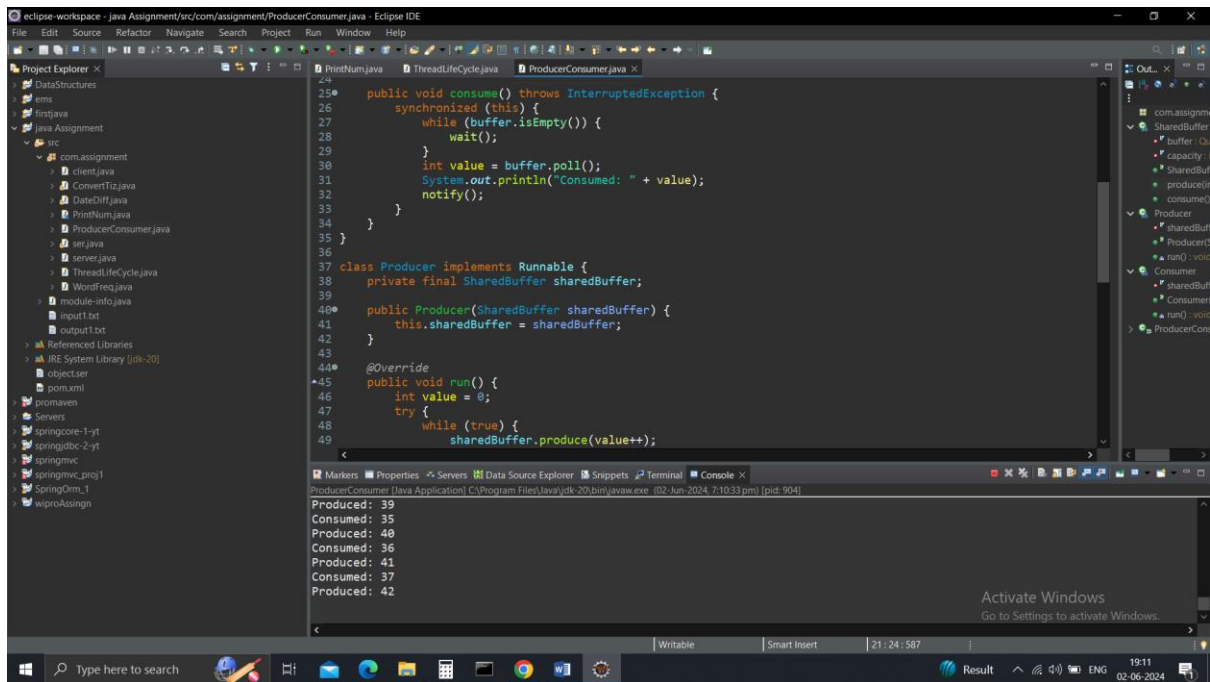
The screenshot shows the Eclipse IDE with the file `ProducerConsumer.java` open. The code implements a producer-consumer problem using a `SharedBuffer` class with a `LinkedList` as a buffer. It uses `synchronized` blocks and `wait()`/`notify()` for synchronization. The console output shows the sequence of produced and consumed values.

```
1 package com.assignment;
2
3 import java.util.LinkedList;
4 import java.util.Queue;
5
6 class SharedBuffer {
7     private final Queue<Integer> buffer = new LinkedList<>();
8     private final int capacity;
9
10    public SharedBuffer(int capacity) {
11        this.capacity = capacity;
12    }
13
14    public void produce(int value) throws InterruptedException {
15        synchronized (this) {
16            while (buffer.size() == capacity) {
17                wait();
18            }
19            buffer.add(value);
20            System.out.println("Produced: " + value);
21            notify();
22        }
23    }
24
25    public void consume() throws InterruptedException {
26        synchronized (this) {
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```

Console Output:

```
ProducerConsumer [Java Application] C:\Program Files\Java\jdk-20\bin\javaw.exe (02-Jun-2024, 7:10:33 pm) [pid: 904]
Produced: 15
Consumed: 11
Produced: 16
Consumed: 12
Produced: 17
Consumed: 13
Produced: 18
```




```
65 @Override
66 public void run() {
67     try {
68         while (true) {
69             sharedBuffer.consume();
70             Thread.sleep(1000);
71         }
72     } catch (InterruptedException e) {
73         Thread.currentThread().interrupt();
74     }
75 }
76
77 public class ProducerConsumer {
78     public static void main(String[] args) {
79         SharedBuffer sharedBuffer = new SharedBuffer(5);
80
81         Thread producerThread = new Thread(new Producer(sharedBuffer));
82         Thread consumerThread = new Thread(new Consumer(sharedBuffer));
83
84         producerThread.start();
85         consumerThread.start();
86     }
87 }
88
```

Produced: 65
Consumed: 61
Produced: 66
Consumed: 62
Produced: 67
Consumed: 63
Produced: 68

Task 4: Synchronized Blocks and Methods

Write a program that simulates a bank account being accessed by multiple threads to perform deposits and withdrawals using synchronized methods to prevent race conditions

```
1 package com.assignment;
2
3 class BankAccount {
4     private double balance;
5
6     public BankAccount(double initialBalance) {
7         this.balance = initialBalance;
8     }
9
10    public synchronized void deposit(double amount) {
11        balance += amount;
12        System.out.println(Thread.currentThread().getName() + " deposited " + amount + ", New balance: " + balance);
13    }
14
15    public synchronized void withdraw(double amount) {
16        if (balance >= amount) {
17            balance -= amount;
18            System.out.println(Thread.currentThread().getName() + " withdrew " + amount + ", New balance: " + balance);
19        } else {
20            System.out.println(Thread.currentThread().getName() + " tried to withdraw " + amount + ", but insufficient funds");
21        }
22    }
23
24    public double getBalance() {
25        return balance;
26    }
27}
28
```

Thread-3 deposited 300.0, New balance: 1300.0
Thread-4 withdrew 700.0, New balance: 600.0
Thread-1 deposited 500.0, New balance: 1100.0
Thread-2 withdrew 200.0, New balance: 900.0
Final balance: 900.0

```
25 public double getBalance() {
26     return balance;
27 }
28 }
29 }
30
31 class BankTransaction implements Runnable {
32     private final BankAccount account;
33     private final boolean deposit;
34     private final double amount;
35
36     public BankTransaction(BankAccount account, boolean deposit, double amount) {
37         this.account = account;
38         this.deposit = deposit;
39         this.amount = amount;
40     }
41
42     @Override
43     public void run() {
44         if (deposit) {
45             account.deposit(amount);
46         } else {
47             account.withdraw(amount);
48         }
49     }
50 }
51
52 public class BankSimulation {
53     public static void main(String[] args) {
54         BankAccount account = new BankAccount(1000.00);
55
56         Thread t1 = new Thread(new BankTransaction(account, true, 500.00), "Thread-1");
57         Thread t2 = new Thread(new BankTransaction(account, false, 200.00), "Thread-2");
58         Thread t3 = new Thread(new BankTransaction(account, true, 300.00), "Thread-3");
59         Thread t4 = new Thread(new BankTransaction(account, false, 700.00), "Thread-4");
60
61         t1.start();
62         t2.start();
63         t3.start();
64         t4.start();
65
66         try {
67             t1.join();
68             t2.join();
69             t3.join();
70             t4.join();
71         } catch (InterruptedException e) {
72             e.printStackTrace();
73         }
74     }
75 }
76
77 }
```

```
Thread-3 deposited 300.0, New balance: 1300.0
Thread-4 withdrew 700.0, New balance: 600.0
Thread-1 deposited 500.0, New balance: 1100.0
Thread-2 withdrew 200.0, New balance: 900.0
Final balance: 900.0
```

Task 5:

Thread Pools and Concurrency Utilities

Create a fixed-size thread pool and submit multiple tasks that perform complex calculations or VO operations and observe the execution.

eclipse-workspace - Java Assignment/src/com/assignment/ThreadPool.java - Eclipse IDE

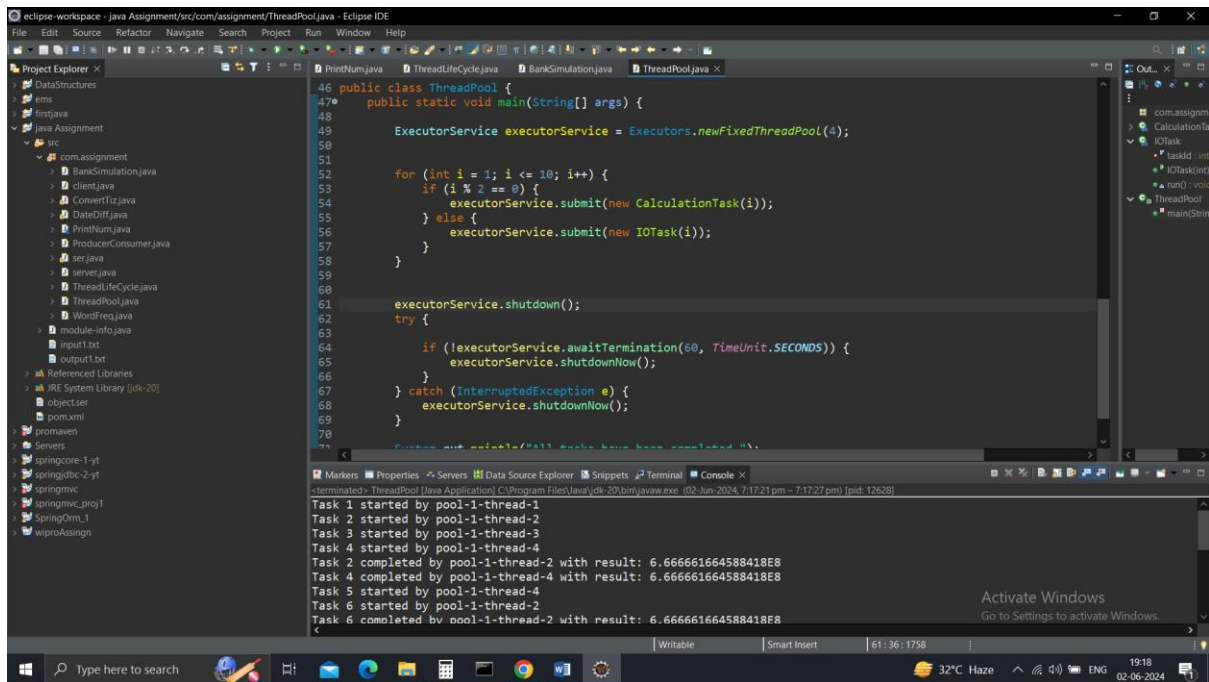
```
1 package com.assignment;
2
3 import java.util.concurrent.ExecutorService;
4 import java.util.concurrent.Executors;
5 import java.util.concurrent.TimeUnit;
6
7 class CalculationTask implements Runnable {
8     private final int taskId;
9
10    public CalculationTask(int taskId) {
11        this.taskId = taskId;
12    }
13
14    @Override
15    public void run() {
16        System.out.println("Task " + taskId + " started by " + Thread.currentThread().getName());
17        // Simulate complex calculation
18        double result = 0;
19        for (int i = 0; i < 1_000_000; i++) {
20            result += Math.sqrt(i);
21        }
22        System.out.println("Task " + taskId + " completed by " + Thread.currentThread().getName() + " with res
23    }
24 }
25
26 class IOTask implements Runnable {
```

Task 1 started by pool-1-thread-1
Task 2 started by pool-1-thread-2
Task 3 started by pool-1-thread-3
Task 4 started by pool-1-thread-4
Task 2 completed by pool-1-thread-2 with result: 6.666661664588418E8
Task 4 completed by pool-1-thread-4 with result: 6.666661664588418E8
Task 5 started by pool-1-thread-4
Task 6 started by pool-1-thread-2
Task 6 completed by pool-1-thread-2 with result: 6.666661664588418E8

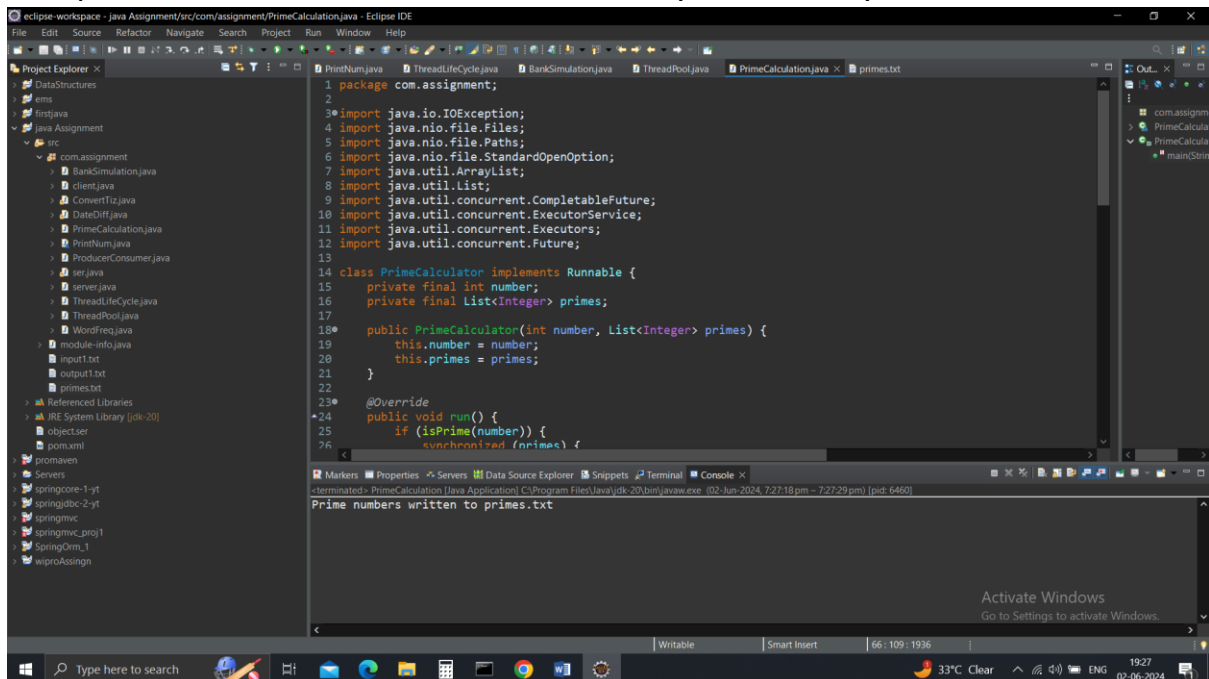
eclipse-workspace - Java Assignment/src/com/assignment/ThreadPool.java - Eclipse IDE

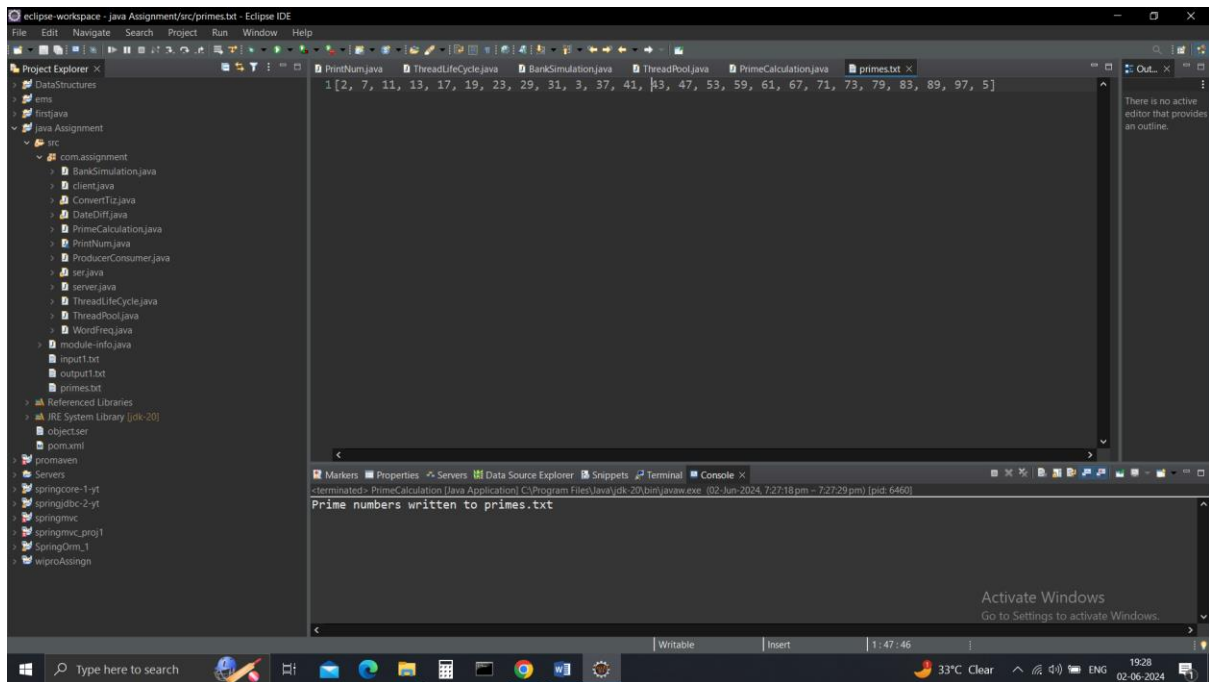
```
26 class IOTask implements Runnable {
27     private final int taskId;
28
29     public IOTask(int taskId) {
30         this.taskId = taskId;
31     }
32
33     @Override
34     public void run() {
35         System.out.println("Task " + taskId + " started by " + Thread.currentThread().getName());
36
37         try {
38             Thread.sleep(2000);
39         } catch (InterruptedException e) {
40             e.printStackTrace();
41         }
42         System.out.println("Task " + taskId + " completed by " + Thread.currentThread().getName());
43     }
44 }
45
46 public class ThreadPool {
47     public static void main(String[] args) {
48         ExecutorService executorService = Executors.newFixedThreadPool(4);
49
50     }
```

Task 1 started by pool-1-thread-1
Task 2 started by pool-1-thread-2
Task 3 started by pool-1-thread-3
Task 4 started by pool-1-thread-4
Task 2 completed by pool-1-thread-2 with result: 6.666661664588418E8
Task 4 completed by pool-1-thread-4 with result: 6.666661664588418E8
Task 5 started by pool-1-thread-4
Task 6 started by pool-1-thread-2
Task 6 completed by pool-1-thread-2 with result: 6.666661664588418E8



Task 6: ExecutorService to parallelize a task that calculates prime CompletableFuture to the results to a file asynchronously





Task 7: Design a thread-safe Counter class with increment and decrement methods. Then demonstrate its usage from multiple threads. Also, implement and immutable class to share data between threads

