Race condition!

A nace-condition is a condition in which
the virtical section (a part of the program where showed memory is accessed) is concurrently executed by two or more threads. It leads to incorrect behaviour of a program.

in simple torms

o condition in which two or more

Thouast compete together to get certain showed

nesources.

How only 19000

He drain!

Egt A -> Cank -> 8000

at the same time

do to solve the data enconsistency problem in java [symbronized] regulard is used. So the thread-safety is achieved and scale condition is achieved and scale condition is amoided by the help of 'synchronized' key word

Clary Demo? common c1= nes common(); Common C2 = new common(); Thouad ti= new thread (c1, "Ram"); Thouad to new Thouad (cz, "shyon"); ti start(); t2. start();

Publi class Common ? Public synchronized void funs (She now) dyre ("welcome"); Thread. 5/eep(1000); catch (Exepter ee)? syro (name); 1 3 3 3 ...

on conditionally then we use [wait ()] method then we use [notify()] method This is Known & as thread - synchronized Note: - We can call wait (), notify, notify A11() in inter-thread communication. only in the agrachmonized block or synchronized methods. other wire we will get Buntime exception To call waiter or notify me that on any object we must have that particular, object lock, otherwise we will get a numbine exception called illegal Montion State Exception