

- * Multithreading:-
- * Introduction:-

First, we need to know about Multitasking.

→ Multitasking is a process of executing multiple tasks simultaneously.

We use multitasking to utilize the CPU. Example:- class room student visiting & writing

→ Multitasking can be achieved by two ways (or) Multitasking is classified into two types

- process-Based Multitasking (Multiprocessing)
- Thread-Based Multitasking (Multithreading)

* process based Multitasking:-

Executing multiple tasks simultaneously, where each task is separate independent process (or) program is called as process based Multitasking.

Example:-

1. Typing a java program in notepad.
2. Listen audio songs.
3. Download a file from internet.

The above three tasks are performed simultaneously in a system, but there is no dependence between one task & another task.

→ process based Multitasking is best suitable at "operating system" level not at programming level.

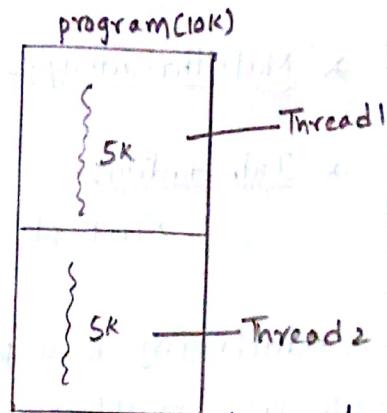
* Thread-based Multitasking:-

Executing multiple tasks simultaneously, where each task is a separate independent part of the same program (or) process is called Thread-based Multitasking.

- The each independent part is called a thread.
- Thread-based Multitasking is best suitable at programming level.

Example:-

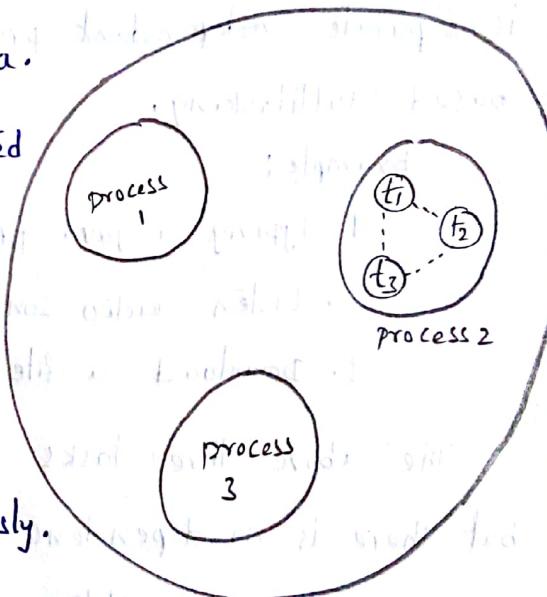
let a program has 10K lines of code, where last 5K lines of code doesn't depend on first 5K lines of code. Then both are start's the execution simultaneously. so it takes less time to complete execution.



Note:- Any type of Multitasking is used to reduce response time of system and improves performance.

* Multithreading :-

- A thread is a lightweight sub process, a smallest unit of processing.
- It is a separate path of execution.
- Threads are independent, if there occurs exception in one thread, it doesn't affect other threads.
- It shares a common memory area.
- As shown in figure, Thread is executed inside the process. There can be multiple processes inside the O.S and one process can have multiple threads.



Defⁿ:- Multithreading is a process of executing multiple threads simultaneously.

↳ Multiprocessing and Multithreading, both are used to achieve multitasking.

But we use multithreading than multiprocessing because threads shares a common memory area and context-switching between threads takes less time than process.

↳ The main application areas of Multithreading are

- To develop Multi-media movies
- To develop Video games
- To develop web servers & Application Servers, etc.

* Life Cycle of a Thread (or) A Thread Model :-

The Life cycle of the thread is controlled by JVM. And it has five states as follows.

- New
- Runnable
- Running
- Non-Runnable (blocked)
- Terminated

* New:- In this state, the new instance of Thread class is created.

Eg:- `Mythread t=new Mythread();`

* Runnable:- In this, the thread is ready to execute after invocation of `start()` method. Eg: `t.start();`

* Running:- In this, the thread is running by using `run()` method.

* Non-Runnable (Blocked):-

In this, the thread is in blocked state, i.e. the thread is still alive, but is currently not eligible to run.

* Terminated (Dead):-

In this, the thread is in dead state, when `run()` method exits (or) completed the process.

* Thread class:-

The Thread class provides methods and constructors to create and perform operations on a thread.

↳ Commonly used methods of Thread class:

1. public void run(): It is used to perform action for a thread.
2. public void start(): It is used to starts the execution of the thread. JVM calls the `run()` method on the thread.

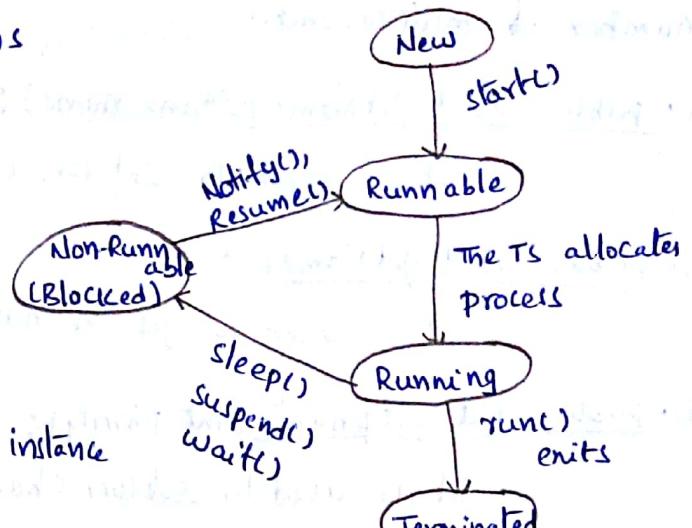


fig:- Life cycle of a Thread.

3. public void sleep(long milliseconds): To stop the execution of thread for the specified number of milliseconds.

4. public void setName(String name): It is used to set (or) changes the name of a thread.

5. public void getName(): It is used to get the name of a thread.

6. public int setPriority(int priority): It is used to set (or) change the priority of the thread.

7. public int getPriority(): It returns the priority of the thread.

8. public boolean isAlive(): It checks if the thread is alive or not.

9. public void yield(): It used to pause the currently executing thread and allow other threads to execute.

10. public void suspend(): It is used to suspend the thread.

11. public void resume(): It is used to resume the suspended thread.

12. public void stop(): It is used to stop the execution of thread.

↳ Constructors:

1. Thread() - without parameters/arguments.

2. Thread(String name) - with one string argument.

3. Thread(Runnable r) - with runnable argument.

4. Thread(Runnable r, String name) - with runnable and string arguments.

* Creating Thread:-

There are two ways to create a thread

↳ By extending Thread class.

↳ By implementing Runnable interface.

↳ By extending Thread class:-

In This, By extending Thread class we can able to create a thread and able to start a thread by calling start() method of Thread class.

Syntax:
class class_name extends Thread
{

}

In thread class, we can mainly use two methods run() and start().

SimpleThread.java

Example:-

```
class A extends Thread  
{  
      
    public void run()  
    {  
        for(int i=1; i<=5; i++)  
        {  
            System.out.println("Thread A value = "+i);  
        }  
    }  
}  
  
class SimpleThread  
{  
    public static void main(String args[])  
    {  
        A a=new A();  
        a.start();  
    }  
}
```

Output: javac SimpleThread.java
java SimpleThread
Thread A value = 1
2
3
4
5

↳ By implementing Runnable interface :-

- In this, By implementing runnable interface, we can able to create & execute thread.
- The Runnable interface should be implemented by any class.
 - Runnable interface have only one thread method named run(), where run() method is abstract method.
 - The programmer should declare object for sub class, that object can be used as argument in Thread class constructor from Thread object.

Syntax:-

```
class class-name implements Runnable
{
    public void run()
}
```

Example:-

```
class A implements Runnable
{
    public void run()
    {
        for(int i=1; i<=5; i++)
        {
            System.out.println("Thread A value = " + i);
        }
    }
}

class ThreadRunDemo
{
    public static void main(String args[])
    {
        A a = new A();
        Thread t = new Thread(a);
        t.start();
    }
}
```

ThreadRunDemo.java

Output:- javac ThreadRunDemo.java
java ThreadRunDemo

```
Thread A value = 1
                    2
                    3
                    4
                    5
```

* Thread priority :-

- In java, each thread has a priority. priorities are represented by a number between 1 and 10.
- In most cases, thread scheduler schedules the threads according to their priority.
- But it is not guaranteed because it depends on JVM specification that which scheduling it chooses.
- There are three constant thread priorities defined in Thread class.

1. public static int MIN_PRIORITY
2. public static int NORM_PRIORITY
3. public static int MAX_PRIORITY

→ The value of MIN_PRIORITY is 1,
The value of NORM_PRIORITY is 5,
and The value of MAX_PRIORITY is 10.

Example:

```
class Thread1 extends Thread  
{  
    public void run()  
    {  
        for(int i=1; i<=5; i++)  
        {  
            System.out.println("Thread1 i = " + i);  
        }  
        System.out.println("Thread1 is in terminated state");  
    }  
}  
  
class Thread2 extends Thread  
{  
    public void run()  
    {  
        //  
    }  
}
```

```

for (int j=1; j<=5; j++)
{
    System.out.println ("Thread2 j = " + j);
}
System.out.println ("Thread2 is in terminated state");
}

class Thread3 extends Thread
{
public void run()
{
    for (int k=1; k<=5; k++)
    {
        System.out.println ("Thread3 k = " + k);
    }
    System.out.println ("Thread3 is in terminated state");
}
}

class ThreadPriorityDemo
{
public static void main (String args[])
{
    Thread1 a = new Thread1();
    Thread2 b = new Thread2();
    Thread3 c = new Thread3();

    System.out.println ("Default priority for Thread1 is :" + a.getPriority());
    System.out.println ("Default priority for Thread2 is :" + b.getPriority ());
    System.out.println ("Default priority for Thread3 is :" + c.getPriority ());

    a.setPriority (Thread.MIN_PRIORITY);
    b.setPriority (Thread.NORM_PRIORITY);
    c.setPriority (Thread.MAX_PRIORITY);
}
}

```

```

System.out.println("New priority of Thread1 is " + a.getPriority());
System.out.println("New priority of Thread2 is " + b.getPriority());
System.out.println("New priority of Thread3 is " + c.getPriority());

a.start();      output: javac ThreadPriorityDemo.java
b.start();      java ThreadPriorityDemo
c.start();      Default priority of Thread1 is: 5
}                "       "     Thread2 is: 5
}                "       "     Thread3 is: 5
New priority of Thread1 is: 1
"       "     Thread2 is: 6
"       "     Thread3 is: 10
Thread3 k=1
"       k=2
"       k=3
"       k=4
"       k=5
Thread2 is in terminated state
Thread2 j=1
"       j=2
"       j=3
"       j=4
"       j=5
Thread2 is in terminated state
Thread1 i=1
"       i=2
"       i=3
"       i=4
"       i=5
Thread1 is in terminated state

```

* Methods of Thread class:-

→ sleep():-

The sleep() method of Thread class is used to stop the execution of thread for the specified amount of time.

Syntax: sleep (long milliseconds)

The sleep() may throw an "InterruptedException". i.e we need to use try & catch statements while using sleep() method.

Thread Sleep Example

```

Example:- class sleepMethod extends Thread
{
    public void run()
    {
        for(int i=1; i<=5; i++)
        {
            try
            {
                Thread.sleep(500);
            }
            catch(InterruptedException e)
            {
                System.out.println(e);
            }
            System.out.println(i);
        }
    }
}

class ThreadSleepDemo
{
    public static void main(String args[])
    {
        SleepMethod t1 = new SleepMethod();
        SleepMethod t2 = new SleepMethod();
        t1.start();
        t2.start();      Output:- java ThreadSleepDemo.java
    }
}

```

java ThreadSleepDemo

1
1
2
2
3
3
4
4
5
5

Note:- If you sleep a thread for the specified time, the thread scheduler picks up another thread and so on.

→ Naming Thread:

- The thread class provides methods to change and get the name of a thread, those are setName() and getName() methods.
- By default, each thread has a name i.e. thread-0, thread-1 and so on.

getName(): It is used to get the name of thread.

Syntax: getName()

setName(): It is used to set (or) change the name of thread

Syntax: setName(String name)

Example:

```

class A extends Thread
{
    public void run()
    {
        System.out.println("Thread A is running...");
    }
}

class B extends Thread
{
    public void run()
    {
        System.out.println("Thread B is running...");
    }
}

class ThreadNameDemo
{
    public static void main(String args[])
    {
        A a=new A();
        B b=new B();

        System.out.println("Default Name of Thread A is"
                           + a.getName());

        System.out.println("Default Name of Thread B is"
                           + b.getName());

        a.setName("Madhu");
        b.setName("Hari");
    }
}

```

```
System.out.println("New Name of Thread A Is"  
+ a.getName());
```

```
System.out.println("New Name of Thread B Is"  
+ b.getName());
```

```
a.start();
```

Output: java ThreadNameDemo.java

```
b.start();
```

java ThreadName Demo

```
}
```

Default Name of Thread A Is Thread-0
" " " B Is Thread-1

```
}
```

New Name of Thread A Is Madhu
" " " B Is Hari

Thread A is running

Thread B is running

→ Joining Threads :-

Sometimes one thread need to know when other thread is

terminating or not.

In Java, `isAlive()` and `join()` are two different methods that are used to check whether a thread has finished its execution or not.

* `isAlive()`: This method returns true if the thread still running otherwise it returns false.

Syntax: `isAlive()`

Example:

ThreadIsAliveDemo.java

```
class MyThread extends Thread  
{  
    public void run()  
    {  
        System.out.println("Y1");  
        try  
        {  
            Thread.sleep(500);  
        }  
        catch (InterruptedException e)  
        {  
            System.out.println(e);  
        }  
        System.out.println("Y2");  
    }  
}
```

```

class ThreadIsAliveDemo {
    public static void main(String args[]) {
        MyThread t1 = new MyThread();
        MyThread t2 = new MyThread();
        t1.start();
        // t2.start();
        System.out.println(t1.isAlive());
        System.out.println(t2.isAlive());
    }
}

```

Output:

```

javac ThreadIsAliveDemo.java
java ThreadIsAliveDemo

```

True
false
t1
t2

* join() :- This method waits for a specified thread completes its execution. It allows us to specify the time for which you want to wait for the specified thread to terminate.

Syntax: join()

(or)

join(long milliseconds)

→ join() method throw InterruptedException, i.e. we need to use try & catch statements while using join() method.

Example:

```

class Thread1 extends Thread {
    public void run() {
        for (int i = 1; i <= 5; i++) {
            try {
                Thread.sleep(500);
            }

```

```

catch (InterruptedException e)
{
    System.out.println(e);
}
System.out.println("Thread1 value is :" + i);
}
}

class Thread2 extends Thread
{
    public void run()
    {
        for (int i = 1; i <= 5; i++)
        {
            System.out.println("Thread2 value is :" + i);
        }
    }
}

class ThreadjoinDemo
{
    public static void main(String args[])
    {
        Thread1 t1 = new Thread1();
        Thread2 t2 = new Thread2();
        t1.start();
        try
        {
            t1.join();
        }
        catch (InterruptedException e) { }
        t2.start();
    }
}

```

Output:- javac ThreadjoinDemo.java

java ThreadjoinDemo

Thread1 value is :1

4	4	2
4	4	3
4	4	4
4	4	5

Thread2 value is :1

4	1	2
4	4	3
4	4	4
4	4	5

Example :- Example for Multithreading, Race between Hare & Tortoise
Story .

8

```
class Tortoise extends Thread
{
    public void run()
    {
        for (int i=1; i<=10; i++)
        {
            System.out.println ("Distance covered by Tortoise = " + i);
        }
        System.out.println ("Tortoise has completed the Race... ");
    }
}

class Hare extends Thread
{
    public void run()
    {
        for (int j=1; j<=10; j++)
        {
            System.out.println ("Distance covered by Hare = " + j);
        }
        System.out.println ("Hare has completed the Race... ");
    }
}

class Race
{
    public static void main (String args[])
    {
        Tortoise t = new Tortoise();
        Hare h = new Hare();      output:- javac Race.java
        t.start();
        h.start();
    }
}
```

java Race

Distance covered by Tortoise = 1
2
Distance covered by Hare = 1
2

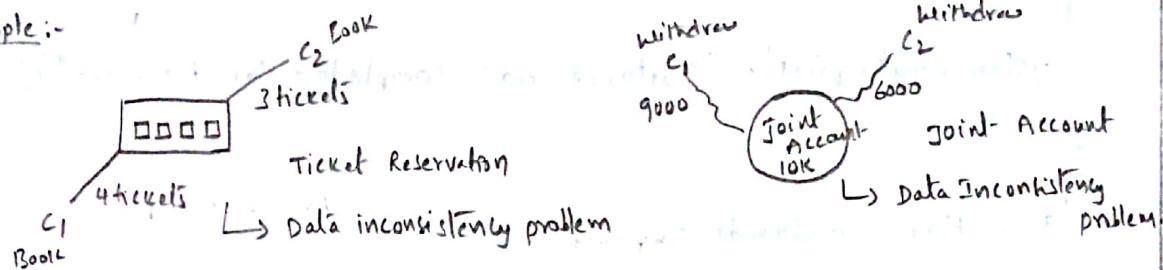
Tortoise has completed the Race..
Hare has completed the Race..

* Synchronization in threads :-

Synchronization is a process, that allows only one thread to access shared resource at a time, if multiple threads trying to access shared resource.

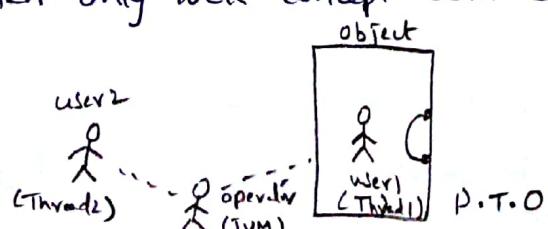
→ If multiple threads are trying to operate simultaneously on same java object, then there may be a chance of data inconsistency problem.

Example:-



- To overcome this problem, we should go for synchronized Keyword.
- Synchronized is a modifier applicable only for methods and blocks but not for classes & variables.
- If a method declared as synchronized then at a time only one thread is allowed to execute that method on given object so that data inconsistency problem will be resolved.
- The main advantage of synchronized keyword is we can resolve data inconsistency problems, but the main disadvantage of synchronized keyword is it increases waiting time of threads and creates performance problems.
→ It increases response time if there are many users.
- Note:-** "Hence if there is no specific requirements, then it is not recommended to use synchronized keyword."

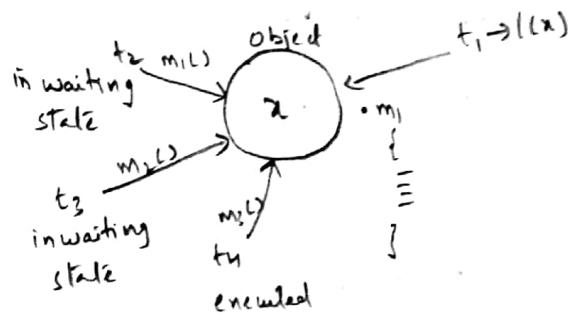
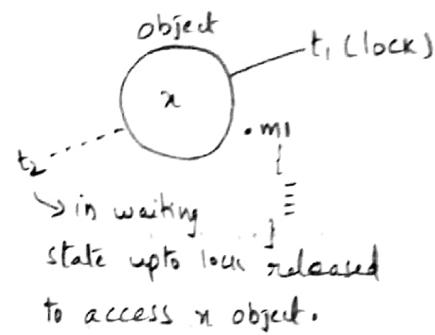
→ Internally, synchronization is implemented by using lock. Every object in java has an unique lock in java, whenever we are using synchronized keyword then only lock concept will come into the picture.



- If a thread wants to execute synchronized method on the given object, first it has to get lock of that object, one thread got the lock then it is allowed to execute any synchronized method on that object.
- once method execution completes automatically thread releases the lock.
 - Acquiring & releasing lock internally takes care by JVM not by programmer
 - (or) Thread.

Example

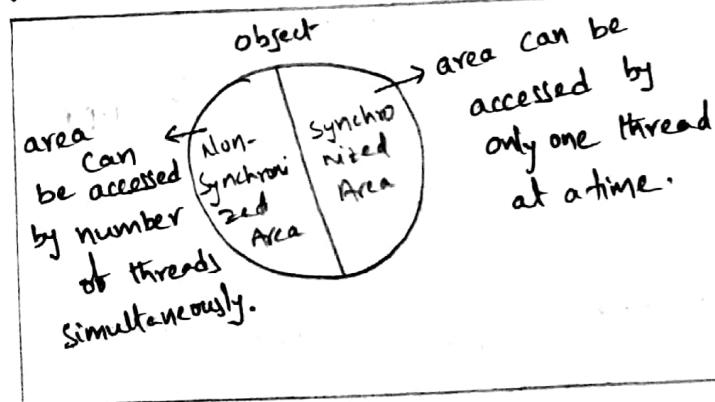
```
class X
{
    synchronized m1();
    synchronized m2();
    m3();
}
```



- while a thread executing synchronized method on the given object, the remaining threads are not allowed to execute any synchronized methods simultaneously on the same object, but remaining threads allowed to execute non-synchronized methods simultaneously.

Note:

Lock concept is implemented based on object but not based on method.



- In java, any object can have two areas, those are synchronized area and non-synchronized area.
- Synchronized area allows a thread to update (or) delete data.
- Non-synchronized area allows a thread to read the data (or) content.

* We should know, which method is declared as synchronized
(or) which method is declared as non-synchronized method.

→ wherever we are performing update operations (add/remove/replace) that methods can be declared as synchronized (or) declared in synchronized area.

→ wherever we are performing read operation, that methods can be declared as non-synchronized /area.

Ex:- class A

```
{  
    Synchronized Area  
    {  
        // Object state changing  
    }  
    Non-Synchronized Area  
    {  
        // Object state won't be changed  
    }  
}
```

Example class Banking

```
{  
    Non-synchronized BalanceEnquiry()  
    {  
        // just read operation  
    }  
    Synchronized withdraw()  
    {  
        // update  
    }  
}
```

Example

```
class TicketReservation  
{  
    Non-synchronized seatAvailability()  
    {  
        // just read operation  
    }  
    Synchronized Booking()  
    {  
        // update  
    }  
}
```

* Example :-

SynchronizedDemo.java

```
class Display
{
    public synchronized void wish(String name)
    {
        for(int i=1; i<=5; i++)
        {
            System.out.println("Good Morning :");
            try
            {
                Thread.sleep(2000);
            }
            catch(InterruptedException e) {}
            System.out.println(name);
        }
    }
}

class MyThread extends Thread
{
    Display d;
    String name;
    MyThread(Display d, String name)
    {
        this.d = d;
        this.name = name;
    }
    public void run()
    {
        d.wish(name);
    }
}

class SynchronizedDemo
{
    public static void main(String args[])
    {
        Display d = new Display();
        MyThread t1 = new MyThread(d, "Dhoni");
    }
}
```

```

MyThread t2 = new MyThread(d, "yuvraj");
t1.start();
t2.start();
}

```

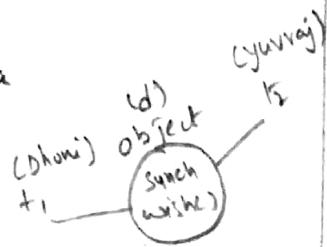
Output:- javac SynchronizedDemo.java
 java SynchronizedDemo

Good Morning : Dhoni

" " : Dhoni
 " " : Dhoni
 " " : Dhoni
 " " : Dhoni

Good Morning : yuvraj

" " ; yuvraj
 " " ; yuvraj
 " " ; yuvraj
 " " ; yuvraj
 " " ; yuvraj



Example :-

TSynchronizationDemo.java

```

class printTable
{
  public synchronized void printTable(int n)
  {
    System.out.println("Table of "+n);
    for(int i=1; i<=10; i++)
    {
      System.out.println(n*i);
      try
      {
        Thread.sleep(2000);
      }
      catch(InterruptedException e) {}
    }
  }
}

```

```

class MyThread1 extends Thread
{

```

```

  printTable pt;
  ^

```

```

  MyThread1(printTable pt)
  {
    this.pt = pt;
  }
}

```

```

public void run()
{
    pt.printTable(2);
}
}

class MyThread2 extends Thread
{
    printTable pt;
    MyThread2(printTable pt)
    {
        this.pt = pt;
    }
    public void run()
    {
        pt.printTable(5);
    }
}

```

class TSynchronizationDemo

```

{
    public static void main(String args[])
    {
        printTable obj=new printTable();
        MyThread1 t1=new MyThread1(obj);
        MyThread2 t2=new MyThread2(obj);
        t1.start();
        t2.start();
    }
}

```

output:-

```

javac TSynchronizationDemo.java
java TSynchronizationDemo

```

Table of 2

2
4
6
:

20

Table of 5

5
10
15
:
50

* Interthread communication :-

→ Interthread communication is a mechanism in which one thread is communicate with another thread by using `wait()`, `notify()` and `notifyAll()` methods.

(or)

→ Interthread communication is all about allowing synchronized threads to communicate with each other.

- Synchronized threads to communicate with each other By using

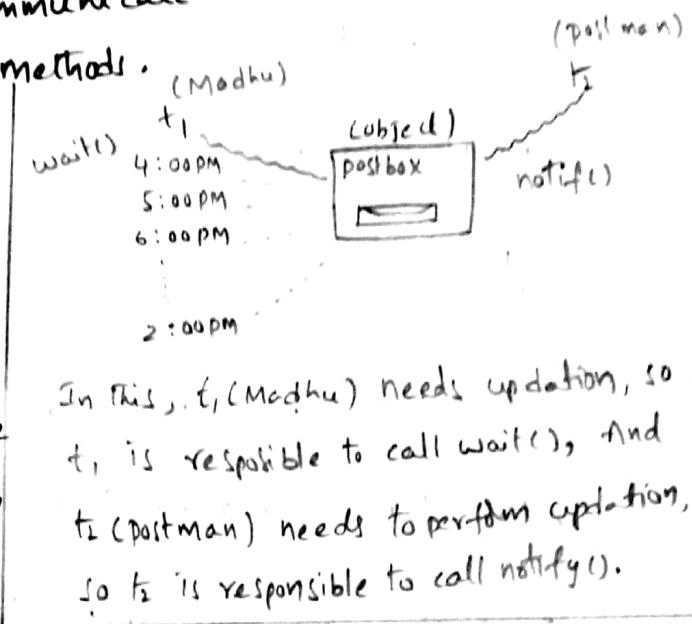
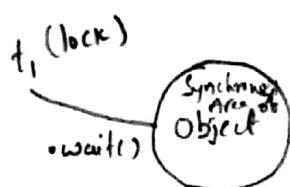
→ Two threads can communicate with each other By using `wait()`, `notify()` and `notifyAll()` methods.

→ The thread, which is expecting updation is responsible to call `wait()` method, then immediately entered into waiting state

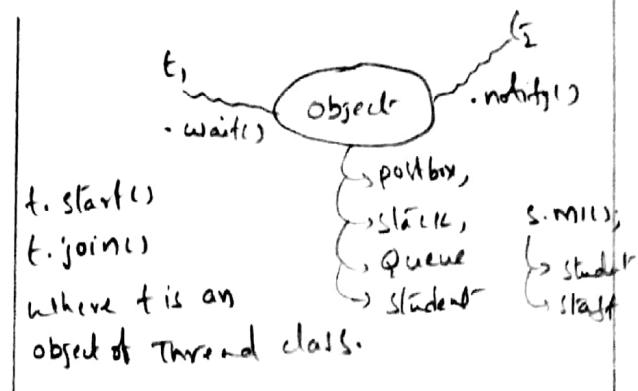
→ The thread, which is responsible to perform updation, after performing updation, it is responsible to call `notify()`, then waiting Thread

will get that notification and continue its execution with those updated information.

Note:- `wait()`, `notify()` and `notifyAll()` methods present in `Object class`, but not in `Thread class`. Because a thread call `wait()`, `notify()` and `notifyAll()` on any object.



In this, t_1 (Madhu) needs updation, so t_1 is responsible to call `wait()`, And t_2 (postman) needs to perform updation, so t_2 is responsible to call `notify()`.



→ To call `wait()`, `notify()` (or) `notifyAll()` methods on any object, Thread should be owner of that object. i.e. the Thread should have lock to that object, i.e. the Thread should be inside synchronized area.

"Hence, we can call `wait()`, `notify()` and `notifyAll()` methods from synchronized area otherwise we will get runtime exception i.e. "IllegalMonitorStateException".

→ If a thread calls wait() method of any object, it immediately releases lock of that particular object and entered into waiting state.

→ If a thread calls notify() of any object, it releases lock of that object, but may not immediately.

Note:- Except wait(), notify() & notifyAll(), there is no other method where thread releases the lock.

Methods :-

* wait()
 wait() waits for until get notification (or) specified Milliseconds.

Syntax:- public final void wait() throws InterruptedException
(or)

public final void wait(long ms) throws InterruptedException

notify()

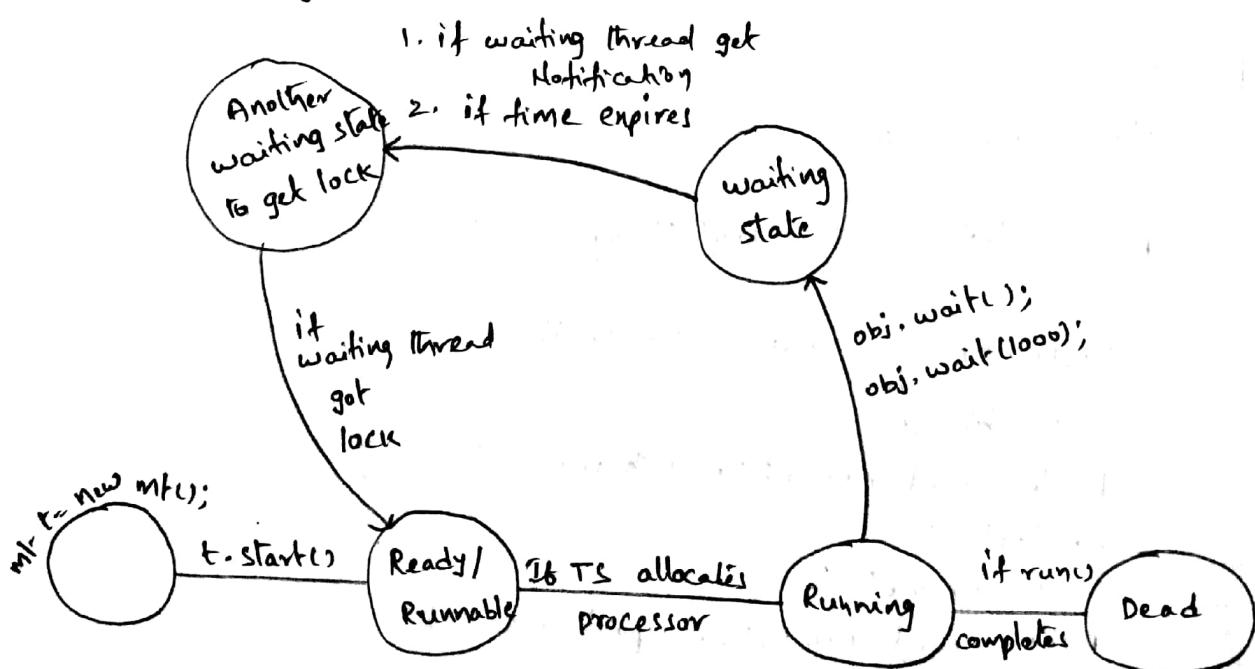
 notify() gives notification to another thread

Syntax:- public final void notify()

(or)

public final void notifyAll()

→ understanding wait() & notify() methods in Thread Lifecycle



Example :-

```
class customer
{
    int amount = 10000;
    synchronized void withdraw (int amount)
    {
        System.out.println ("going to withdraw ...");
        if (this.amount < amount)
        {
            System.out.println ("Less Balance ; waiting for deposit ...");
            try
            {
                wait();
            }
            catch (Exception e) { }
        }
        this.amount -= amount;
        System.out.println ("withdraw completed");
    }
    synchronized void deposit (int amount)
    {
        System.out.println ("going to deposit ...");
        this.amount += amount;
        System.out.println ("Deposit completed ...");
        notify();
    }
}
class ITCDemo
{
    public static void main (String args[])
    {
        customer c = new customer();
        new Thread()
        {
            public void run () { c.withdraw (15000); }
        }.start();
        new Thread()
        {
            public void run () { c.deposit (10000); }
        }.start();
    }
}
```

Output :- java ITCDemo.java
java ITCDemo
going to withdraw
Less Balance ; waiting for deposit
going to deposit
deposit completed
withdraw completed.