Day 11



Thread

How thread works?

Executor framework

Multi Thread

Two Thread One Object

Two Thread One Object

Deadlock

One Object One Thread 2

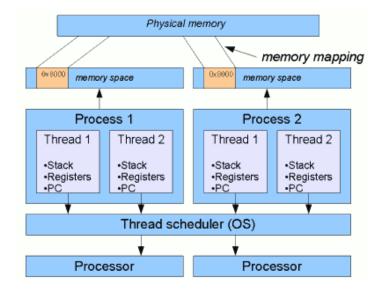
Callable

Thread

- · Minute process
- A sub process
- · Part of a big process
- Operation Research
 - Shortest path
 - · how to multi threaded programming
 - · Critical path
 - Parallel processing
- Multi tasking
- By default run in a single thread
- Parallel thread need to be spanned
- 1991 SMS Released Thread API
- · Thread become old
 - · Can be done by
 - · Extending Thread
 - · Implementing Thread

- 2005 SMS Released executor framework (New Way)
 - Became platform independent
 - Threads are CPU hungry
 - Need to know how to control a thread

How thread works?



- · All program by default run un single thread
- Run in main thread
- Name
- Priority 1 10
- Group
- Thread wait in a area called semaphore
- Child thread start after main execution or intruption

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```
Thread t = Thread.currentThread();
// used to capture the current thread (main thread)
t.setName("hello");
// used to set the thread name
t.setPriority(10);
// used to set the priority of an thread (1-10)
```

```
Thread t = new Thread(new MyThread());
// create new thread instance
t.start();
// starting the thread

// work of the thread
class MyThread implements Runnable {
    @Override
    public void run() {
        System.out.println("Child thread called")
    }
}
```

```
Thread.sleep(30000);
// used to pause the thread
```

Executor framework

```
ExecutorService es = Executors.newFixedThreadPool(1);
es.execute(new MythreadWork());
es.shutdown();
```

Single Thread Demo

```
package ga.veee.day11;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
public class ThreadIntro {
   ThreadIntro() {
         Thread t2 = new Thread(new MyThreadWork());
        t2.start();
       ExecutorService es = Executors.newFixedThreadPool(1);
        es.execute(new MyThreadWork());
        es.shutdown();
    public\ static\ void\ main(String[]\ args)\ throws\ InterruptedException\ \{
       new ThreadIntro();
        Thread t = Thread.currentThread();
        System.out.println(t);
        for (int i = 0; i < 5; i++) {
            System.out.println(i);
            Thread.sleep(1000);
```

```
class MyThreadWork implements Runnable{
    @Override
    public void run() {
        System.out.println("Child thread called");
    }
}
```

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Multi Thread

- · Java by default single threaded
- · Railway reservation counter is a example

Two Thread One Object

Two thread two task

```
package ga.veee.day11;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
public class TwoThreadOneObj {
    public static void main(String[] args) {
        ExecutorService es = Executors.newFixedThreadPool(2);
        ReservationCounter central = new ReservationCounter();
        es.execute(() -> {
            Thread.currentThread().setName("ramu");
            central.bookTicket(1000);
            central.giveChange();
        });
        es.execute(() -> {
            Thread.currentThread().setName("somu");
            central.bookTicket(500);
            central.giveChange();
        });
        es.shutdown();
class ReservationCounter {
    int amt;
    public void bookTicket(int amount) {
        this.amt = amount;
```

```
Thread t = Thread.currentThread();
    String name = t.getName();
    System.out.println("Ticket booked for...:" + name + "....amt is...:" + this.amt);
    //System.out.println("Amount brought by "+name+" is..: "+amt);
}

public void giveChange() {
    Thread t = Thread.currentThread();
    String name = t.getName();
    System.out.println("Change being given to....:" + name + " and the amount is..." + (amt - 100));
}
```

- Method Lock
 - · Optimistic Lock
 - · Pessimistic Loc
- Object Lock
 - · Locking whole object

```
package ga.veee.day11;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
public class TwoThreadOneObjLock {
    public static void main(String[] args) {
        ExecutorService es=Executors.newFixedThreadPool(2);
       ReservationCounter2 central=new ReservationCounter2();
        es.execute(()->{
            Thread.currentThread().setName("ramu");
            // object lock
            synchronized(central) {
               central.bookTicket(1000);
                central.giveChange();}
       });
        es.execute(()->{
            Thread.currentThread().setName("somu");
            // object lock
            synchronized(central) {
                central.bookTicket(500);
                central.giveChange();}
       });
        es.shutdown();
class ReservationCounter2 {
   int amt;
    public void bookTicket(int amount) {
       this.amt=amount;
        Thread t=Thread.currentThread();
        String name=t.getName();
```

```
System.out.println("Ticket booked for...:"+name+"....amt is...:"+this.amt);
//try {Thread.sleep(10000);}catch(Exception e) {}
//system.out.println("Amount brought by "+name+" is..: "+amt);
}

public void giveChange() {
   Thread t=Thread.currentThread();
   String name=t.getName();
   System.out.println("Change being given to....:"+name+" and the amount is..."+(amt-100));
}
```

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Two Thread One Object

- Two thread one task
- Producer / Consumer
- · Inter thread communication

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```
package ga.veee.day11;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
public class SingleObjectTwoThreadsOneTask {
    public static void main(String[] args) {
       Gun bofors=new Gun();
        ExecutorService es= Executors.newFixedThreadPool(2);
        es.execute(()->{
            Thread.currentThread().setName("filler");
            for(int i=0;i<5;i++) {
                bofors.fill();
        });
        es.execute(()->{
            Thread.currentThread().setName("shooter");
            for(int i=0;i<5;i++) {</pre>
                bofors.shoot();
        });
        es.shutdown();
class Gun{
    boolean flag;
```

```
synchronized public void fill() {
   if(flag) {
       try {
           //Thread.sleep(5000);
           wait();
       }catch(Exception e) {
   System.out.println("fill the gun....");
    flag=true;
   notify();
synchronized public void shoot() {
   if(!flag) {
       try {
           //Thread.sleep(5000);
           wait();
       }catch(Exception e) {
   System.out.println("shoot the gun....");
   notify();//it will notify the waiting filler thread inside the monitor
```

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Deadlock

Circular dependency

```
package ga.veee.day11;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;

public class DeadLockDemo {
    public static void main(String[] args) {
        Crane crane = new Crane();
        Frog frog = new Frog();

        ExecutorService es = Executors.newFixedThreadPool(2);
        es.execute(() -> {
            crane.eat(frog);
        });
        es.execute(() -> {
                frog.escape(crane);
        }
}
```

```
});

es.shutdown();
}

class Crane {
    synchronized public void eat(Frog frog) {
        System.out.println();
        frog.leaveCrane();
}

synchronized public void spitFrog() {
    }
}

class Frog {
    synchronized public void escape(Crane c) {
        c.spitFrog();
    }

    synchronized public void leaveCrane() {
}
```

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One Object One Thread 2

One object one thread , another in another object

•

```
package ga.veee.day11;

import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;

public class ThreadLocalDemo {
    public static void main(String[] args) {
        ExecutorService es= Executors.newFixedThreadPool(2);
        es.execute(()->{
            Resource r=ThreadLocalUtility.getResource("first");
            System.out.println(r);
            //ThreadLocalUtility.closeResource();
            r=ThreadLocalUtility.getResource("first first");
            System.out.println(r);
        });

        es.execute(()->{
```

```
Resource r=ThreadLocalUtility.getResource("second");
            System.out.println(r);
            r=ThreadLocalUtility.getResource("second second");
            System.out.println(r);
        es.shutdown();
class ThreadLocalUtility{
    private static ThreadLocal tLocal=new ThreadLocal();
    synchronized public static Resource getResource(String name){
       Resource r=(Resource)tLocal.get();
       if(r==null) {
            r=new Resource(name);
            // try {Thread.sleep(2000);}catch(Exception e) {}
            tLocal.set(r);
        r.name=name;
        return r;
    public static void closeResource() {
       Resource r=(Resource)tLocal.get();
       if(r!=null) {
           tLocal.remove();
class Resource{
   String name;
    public Resource(String name) {
       System.out.println("Resource Object created...");
        this.name=name;
   @Override
    public String toString() {
       return this.name;
```

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Callable

- Has a return type
- •

```
package ga.veee.day11;
import java.util.concurrent.Callable;
import java.util.concurrent.ExecutorService;
```

```
import java.util.concurrent.Executors;
import java.util.concurrent.Future;
public class CallableDemo {
    public static void main(String[] args)throws Exception {
       ExecutorService es= Executors.newFixedThreadPool(2);
       Future f1=es.submit(new MyCallable());
        try {Thread.sleep(2000);}catch(Exception ignored) {}
       String s1=(String)f1.get();
       System.out.println(s1);
       Future f2=es.submit(new MyCallable());
       String s2=(String)f2.get();
       System.out.println(s2);
       System.out.println("main thread....");
        es.shutdown();
class MyCallable implements Callable {
   @Override
    public Object call() throws Exception {
       // TODO Auto-generated method stub
       System.out.println("call called");
       try {Thread.sleep(2000);}catch(Exception ignored) {}
       return "hello world";
```

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