Exercise

1. Create and Run a Thread using Runnable Interface and Thread class.

```
/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java
Thread in Execution using Runnable Interface.
Thread in Execution using Thread Class
```

2. Use sleep and join methods with thread.

```
Empty Thread
Thread With Sleep.
Main Thread Executed Successfully.
Thread with loop.
0
1
2
3
4
5
6
7
8
9
ExecutorService Shutdown Successfully.
```

3. Use a singleThreadExecutor to submit multiple threads.

```
Exercise4 x
/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java ...
Thread with loop.
0
1
2
3
4
5
6
7
8
9
[java.util.concurrent.FutureTask@1540e19d, java.util.concurrent.FutureTask@677327b6]
Main Thread Executed Successfully.
```

4. Try shutdown() and shutdownNow() and observe the difference.

5. Use isShutDown() and isTerminate() with ExecutorService.

```
Empty Thread
Thread with loop.

0
1
2
3
4
5
6
7
8
9
Thread With Sleep.
ExecutorService Terminated Successfully.
Main Thread Executed Successfully.
Process finished with exit code 0
```

6. Return a Future from ExecutorService by using callable and use get(), isDone(), isCancelled() with the Future object to know the status of task submitted.

7. Submit List of tasks to ExecutorService and wait for the completion of all the tasks.

```
/m Exercises x /m Exercise/ x
/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java ...
Thread Waiting 1 seconds.
Thread Waiting 2 seconds.
ExecutorService waited for Two Seconds, tasks are still remaining
Process finished with exit code 0
```

8. Schedule task using schedule(), scheduleAtFixedRate() and scheduleAtFixedDelay()

```
Exercise8 ×

/home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java ...

ScheduleWithFixedDelay Scheduled Task to executed after fixed interval
Task executed after 1 second
```

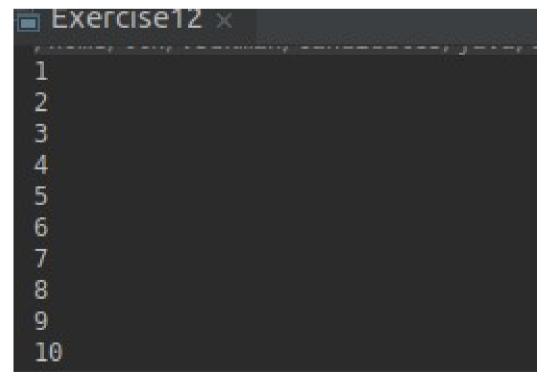
9. Increase concurrency with Thread pools using newCachedThreadPool() and newFixedThreadPool().

```
🖮 Exercise5 🗴 📑 Exercise9 🗴
 /home/ttn/.sdkman/candidates/java/8.0.202-amzn/bin/java
 Thread Executing from newCachedThreadPool
 Thread name :pool-1-thread-1 Start :1
 Thread name :pool-1-thread-2 Start :2
 Thread name :pool-1-thread-3 Start :3
Thread name :pool-1-thread-4 Start :4
 Thread name :pool-1-thread-5 Start :5
 Thread name :pool-1-thread-6 Start :6
Thread name :pool-1-thread-7 Start :7
 Thread name :pool-1-thread-8 Start :8
 Thread name :pool-1-thread-9 Start :9
Thread name :pool-1-thread-10 Start :10
 Thread Executing from newFixedThreadPool
 Thread name :pool-2-thread-2 Start :1
 Thread name :pool-2-thread-3 Start :2
 Thread name :pool-2-thread-4 Start :3
 Thread name :pool-2-thread-5 Start :4
 Thread name :pool-2-thread-1 Start :5
```

10. Use Synchronize method to enable synchronization between multiple threads trying to access method at same time.

```
Exercise 10
🖶 Exercise10 ×
From Synchronized method : Thread-0
From Synchronized method : Thread-0
From Synchronized method : Thread-0
From Synchronized method: Thread-0
From Synchronized method : Thread-0
From Synchronized method : Thread-2
From Synchronized method : Thread-2
From Synchronized method : Thread-2
From Synchronized method: Thread-2
From Synchronized method : Thread-2
From Synchronized method : Thread-1
```

11. Use Synchronize block to enable synchronization between multiple threads trying to access method at same time.



12. Use Atomic Classes instead of Synchronize method and blocks.

```
Exercise12 ×

1
2
3
4
5
6
7
8
9
10
```

13. Coordinate 2 threads using wait() and notify().

```
Exercise13 x
/home/ttn/.sdkman/candidates/java/8.0.20
Printing from 1
Printing from 2
Printing from 2 Completed.
Printing from 1 Completed.
```

14. Coordinate mulitple threads using wait() and notifyAll()

```
/home/ttn/.sdkman/candidates/java/8.0.202
1 On waiting.
3 On waiting.
Printing from 2.
Printing from 2 Completed.
Waiting over for 3.
Waiting over for 1.
```

15. Use Reentract lock for coordinating 2 threads with signal(), signalAll() and await().

```
Exercise15 ×

/home/ttn/.sdkman/candidates/java/8.

consumer Started
producer Started
producer Finished
consumer Finished
```

16. Create a deadlock and Resolve it using tryLock().

```
Exercise16 ×

/home/ttn/.sdkman/candidates/java/
consumer Started
consumer Finished
producer Started
producer Finished
consumer Started
consumer Started
```