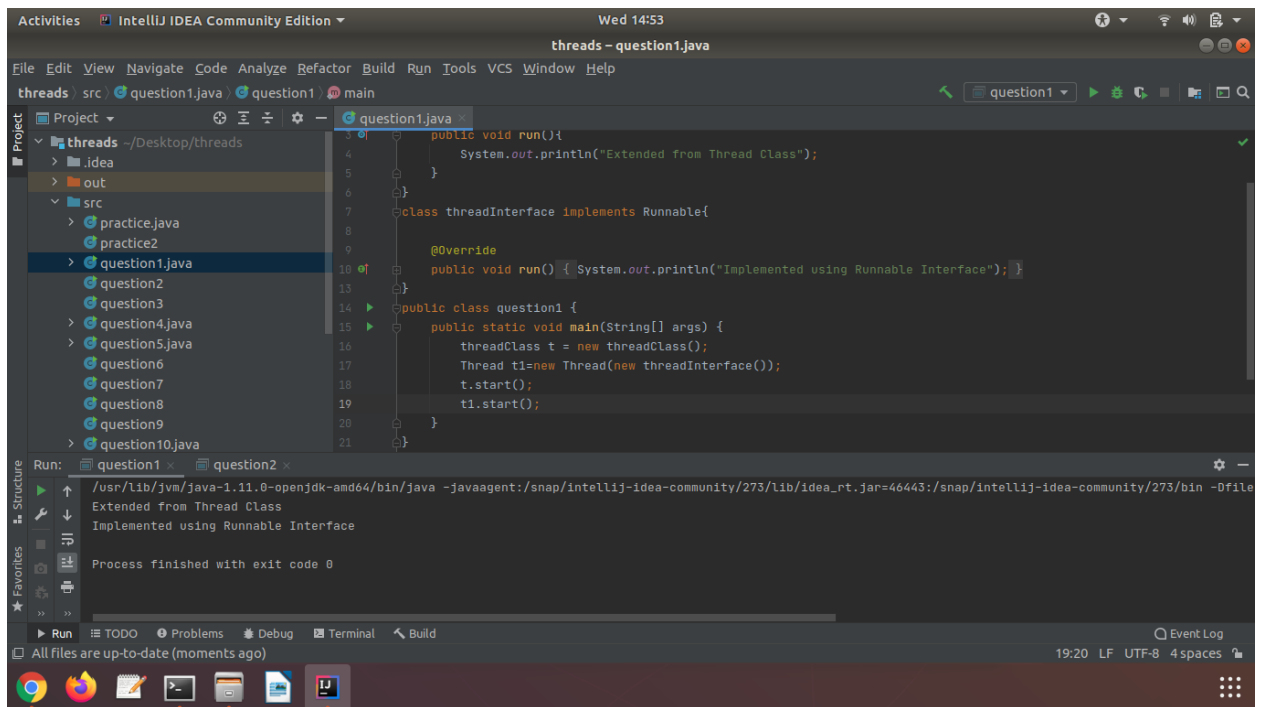
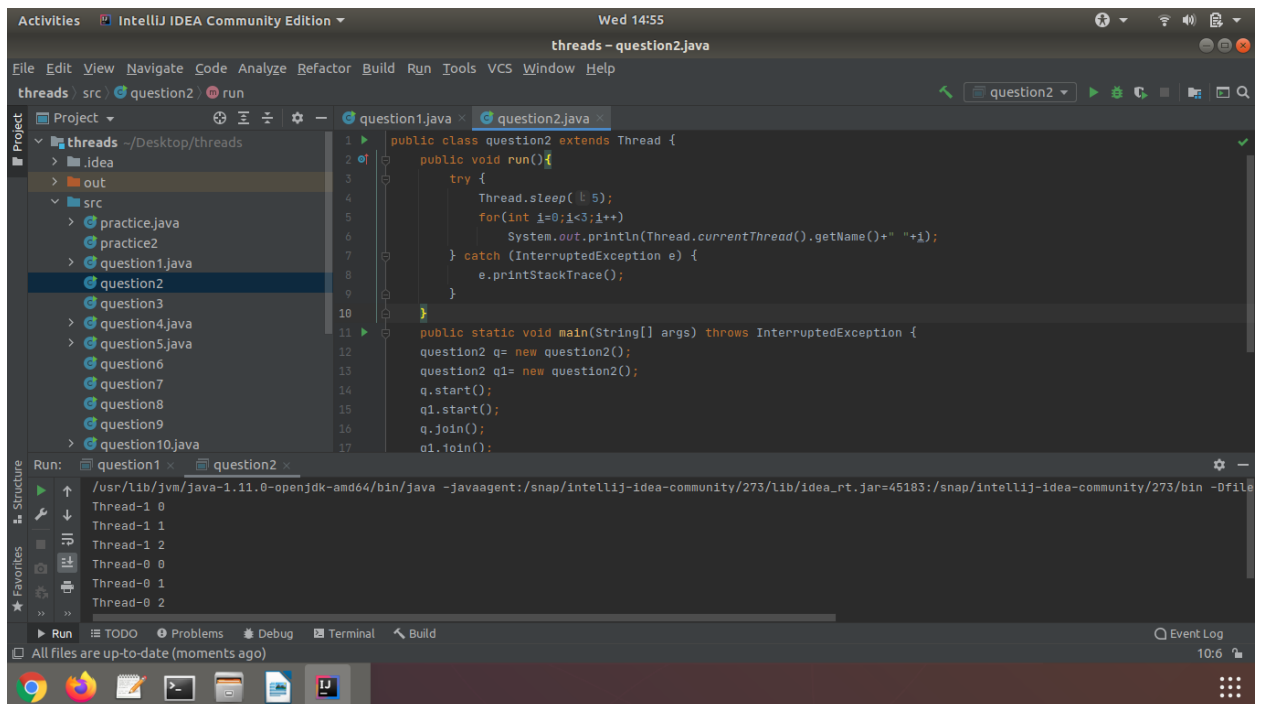


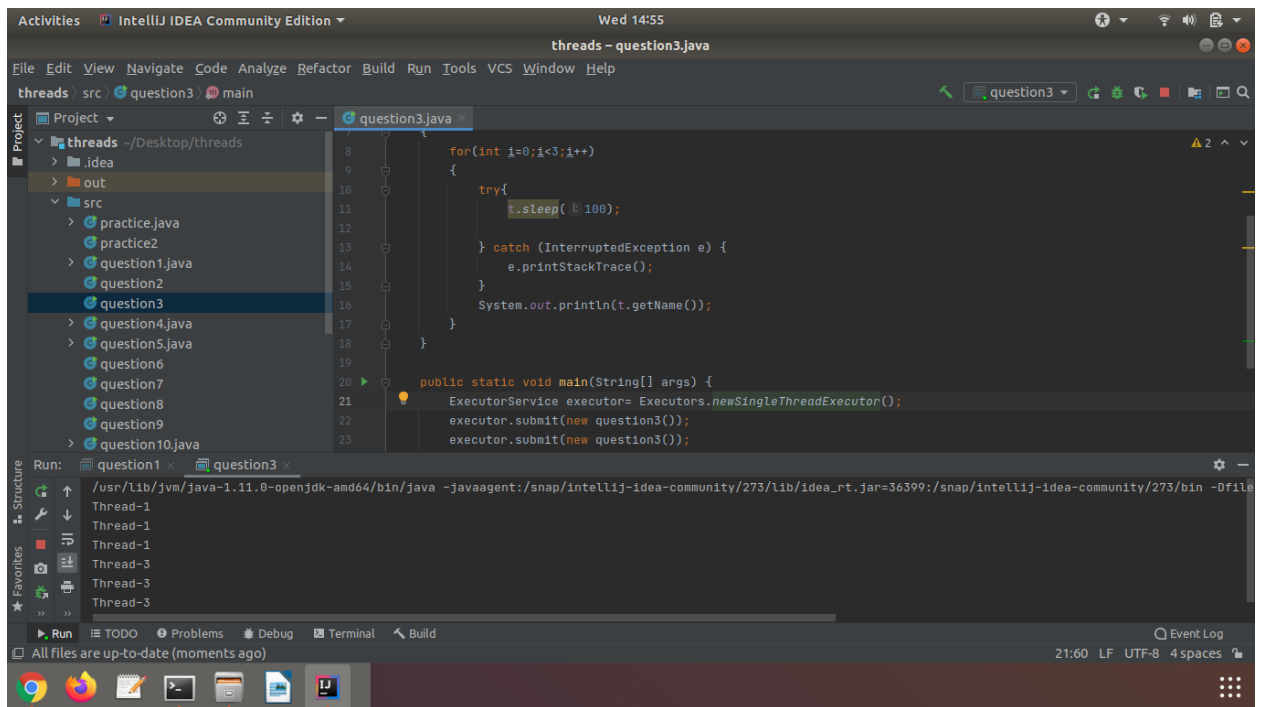
1. Create and Run a Thread using Runnable Interface and Thread class.



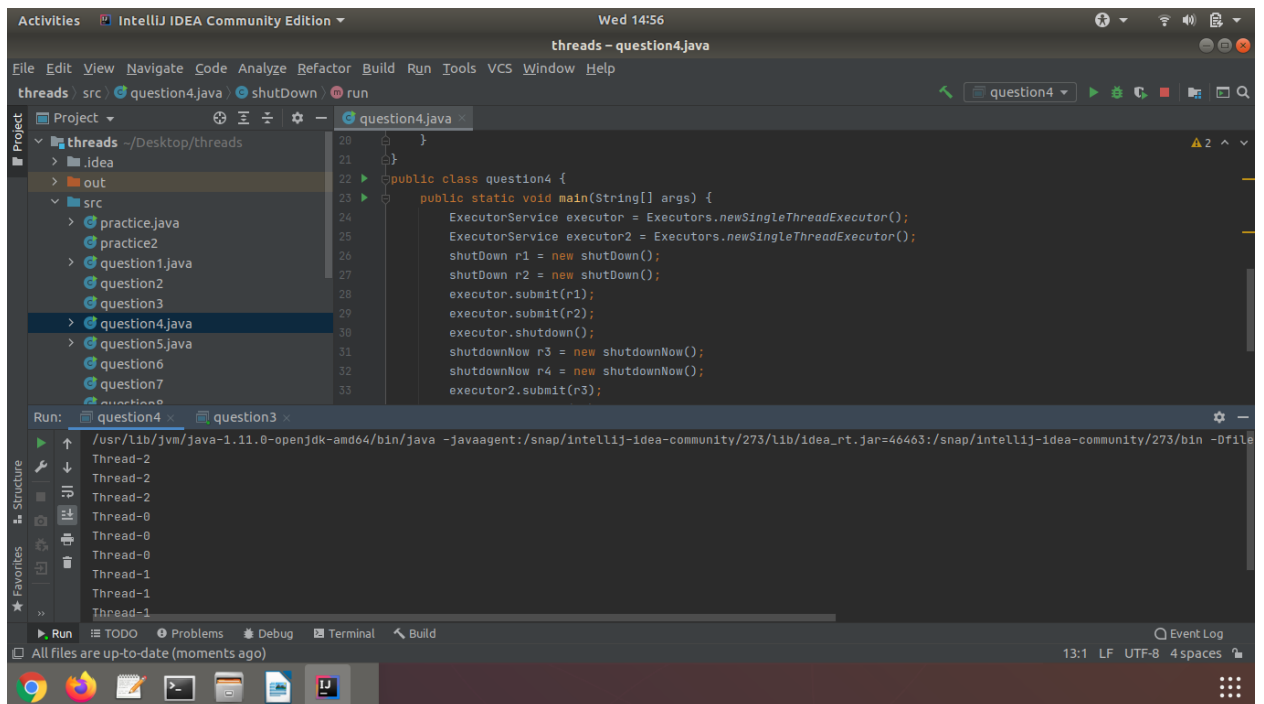
2. Use sleep and join methods with thread.



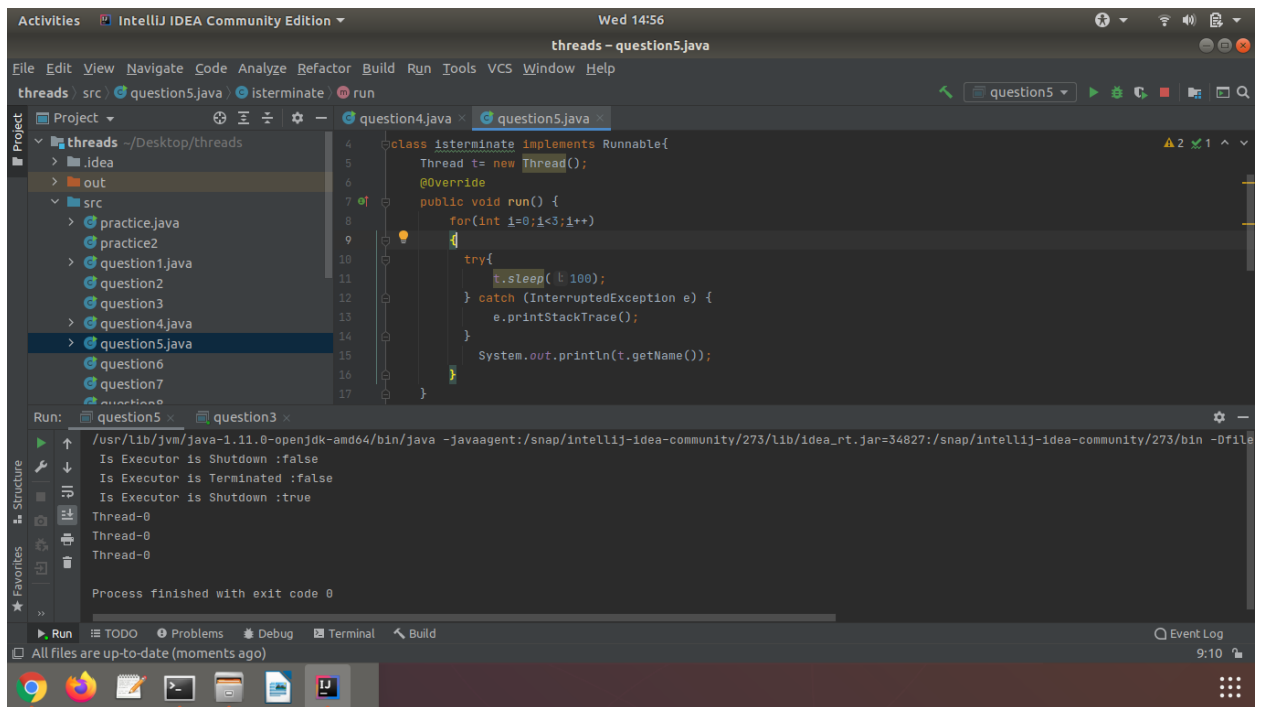
3. Use a `singleThreadExecutor` to submit multiple threads.



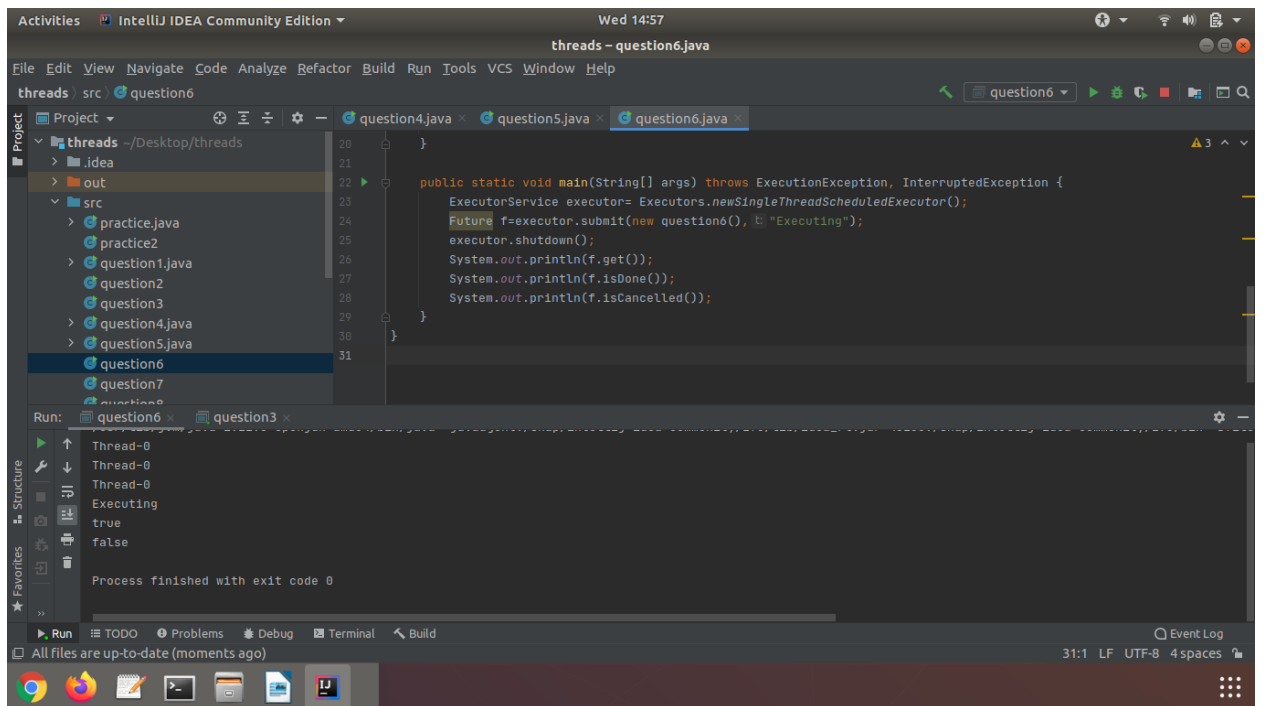
4. Try `shutdown()` and `shutdownNow()` and observe the difference.



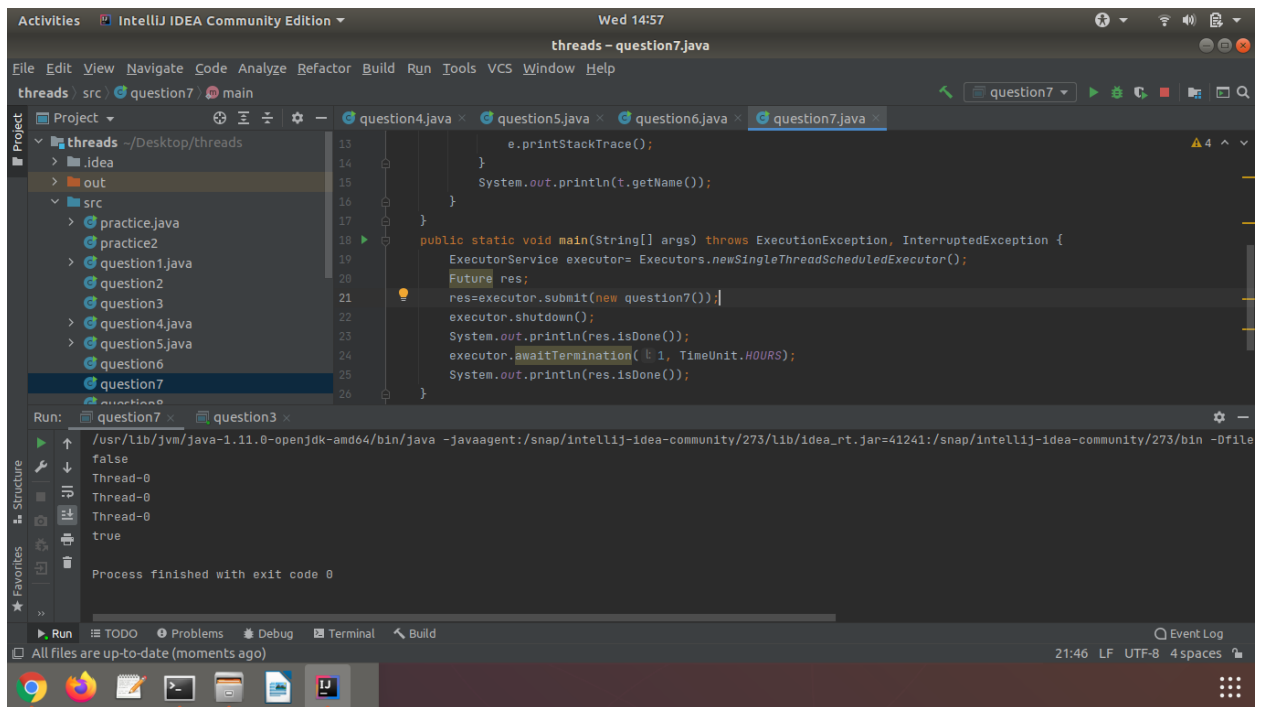
5. Use `isShutdown()` and `isTerminated()` with `ExecutorService`.



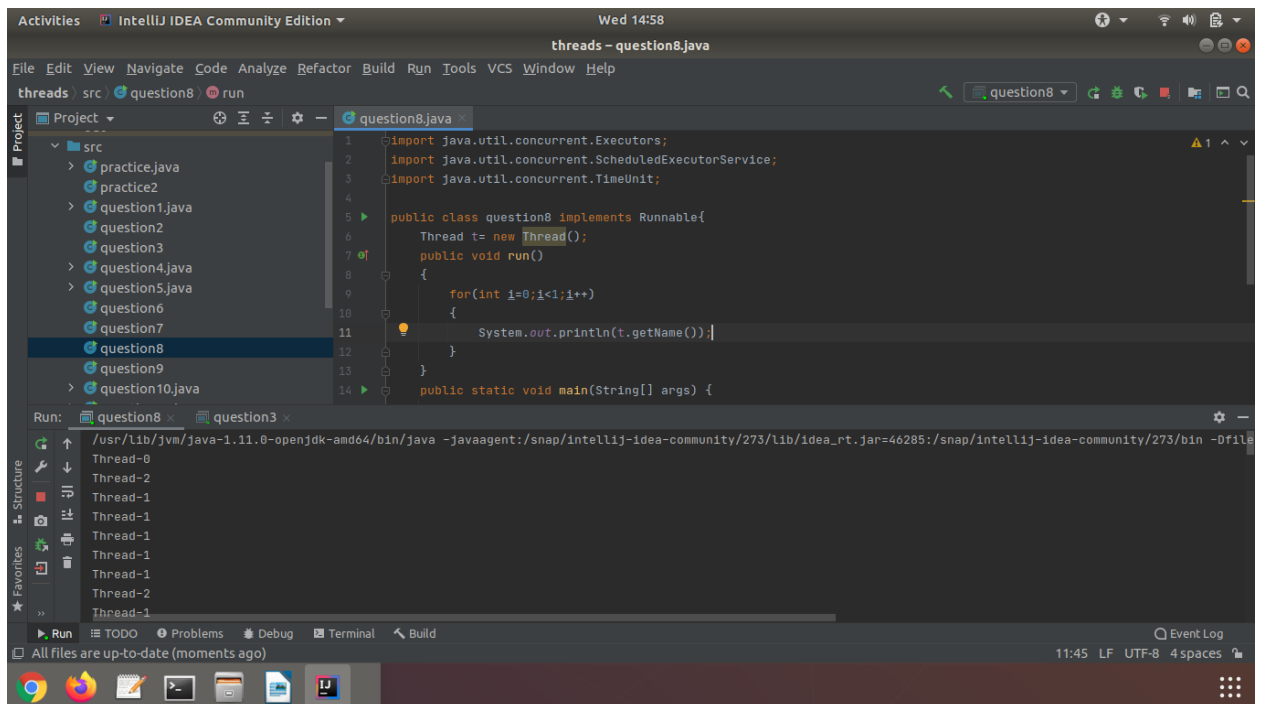
6. Return a `Future` from `ExecutorService` by using `callable` and use `get()`, `isDone()`, `isCancelled()` with the `Future` object to know the status of task submitted.



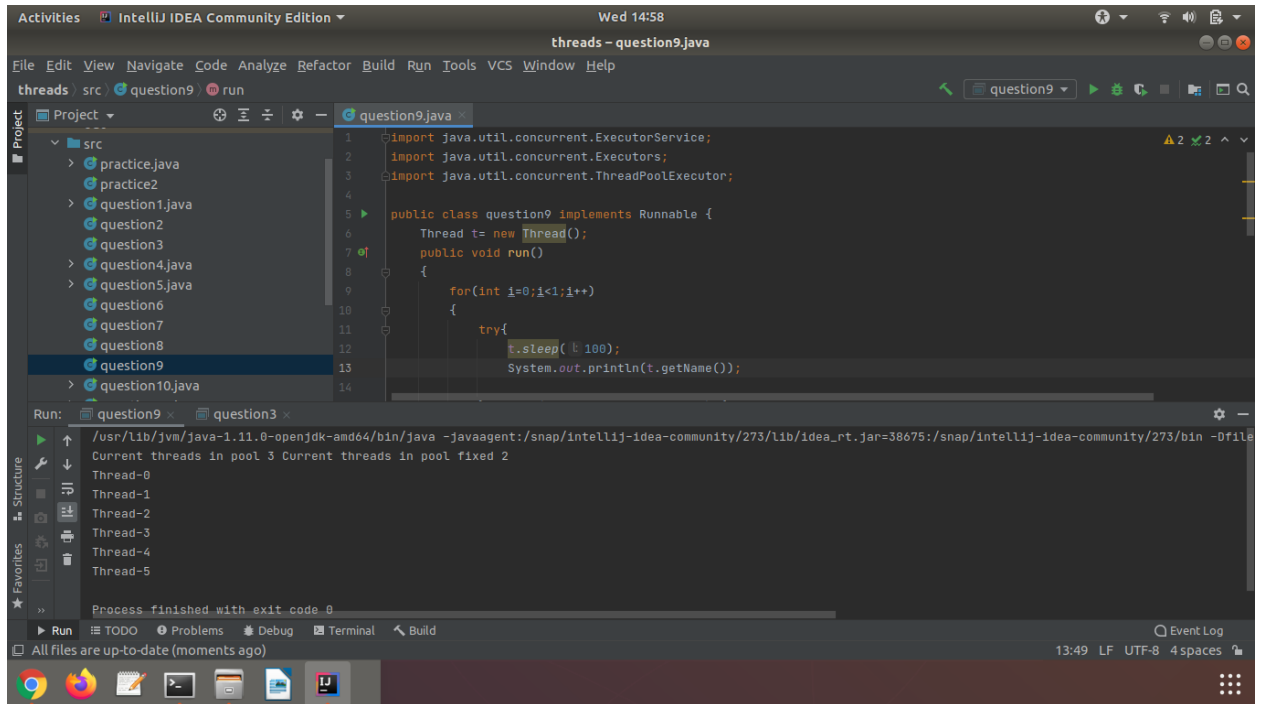
7. Submit List of tasks to ExecutorService and wait for the completion of all the tasks.



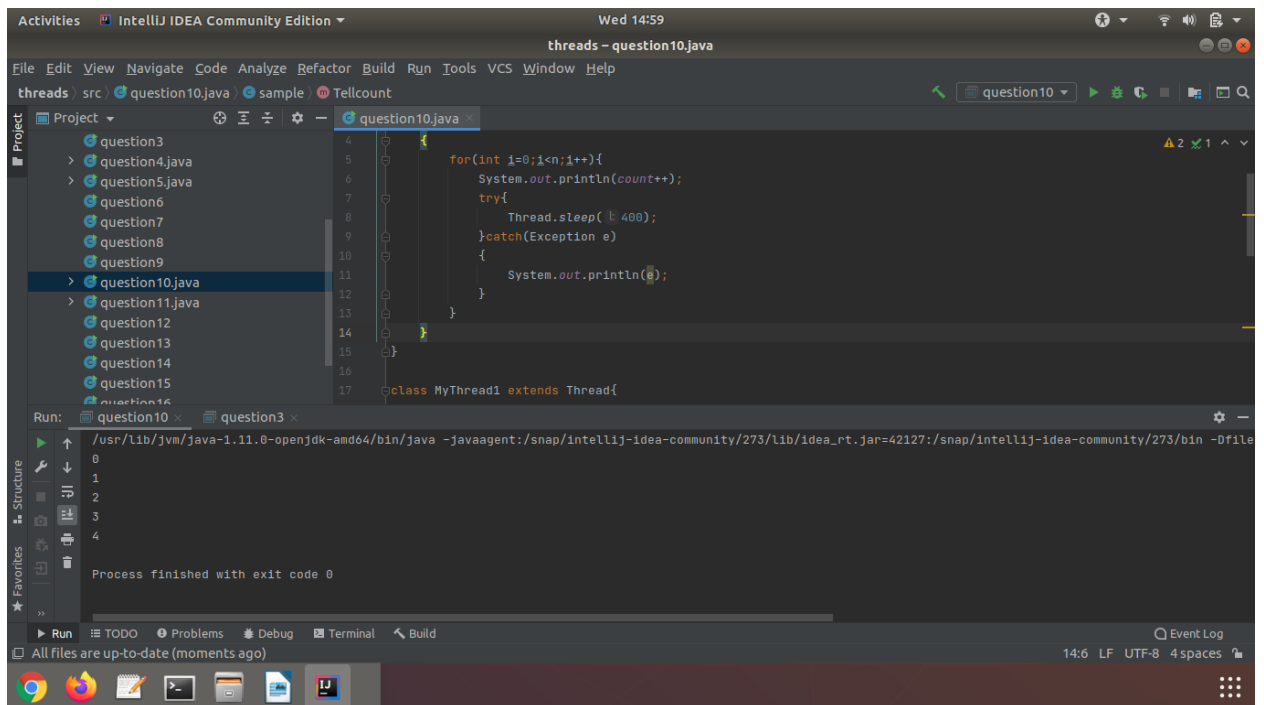
8. Schedule task using `schedule()`, `scheduleAtFixedRate()` and `scheduleAtFixedDelay()`



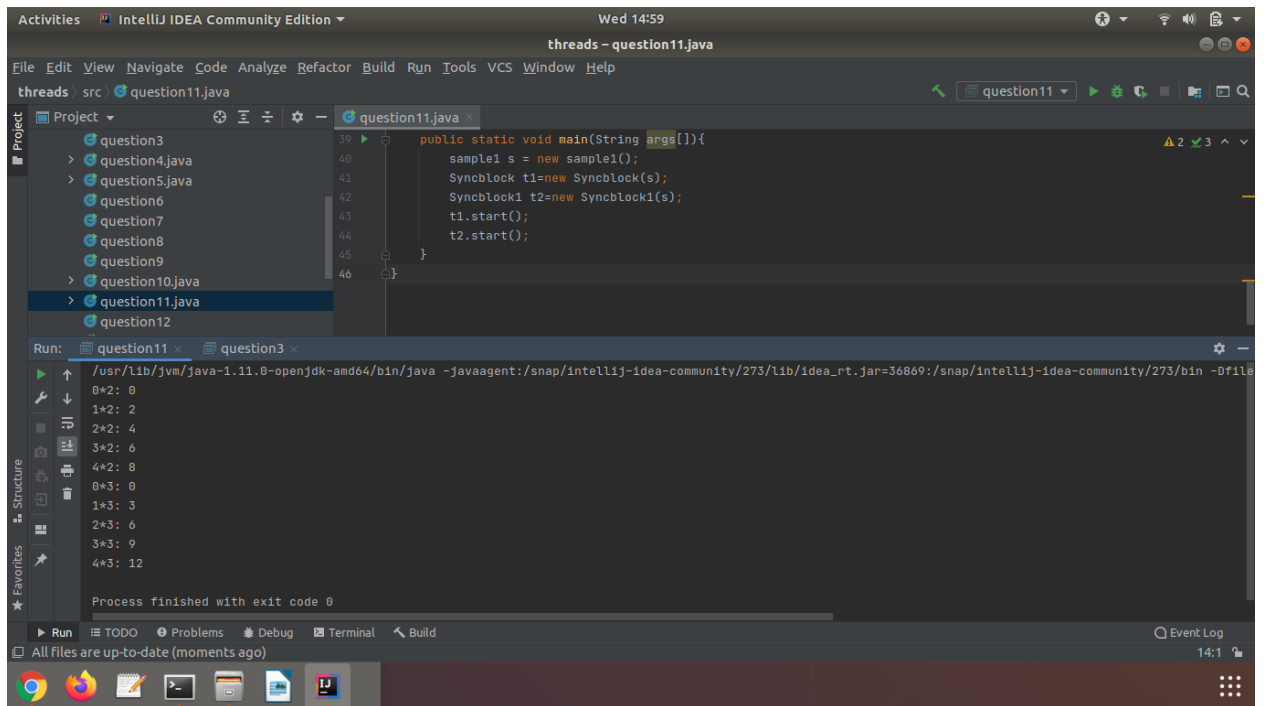
9. Increase concurrency with Thread pools using `newCachedThreadPool()` and `newFixedThreadPool()`.



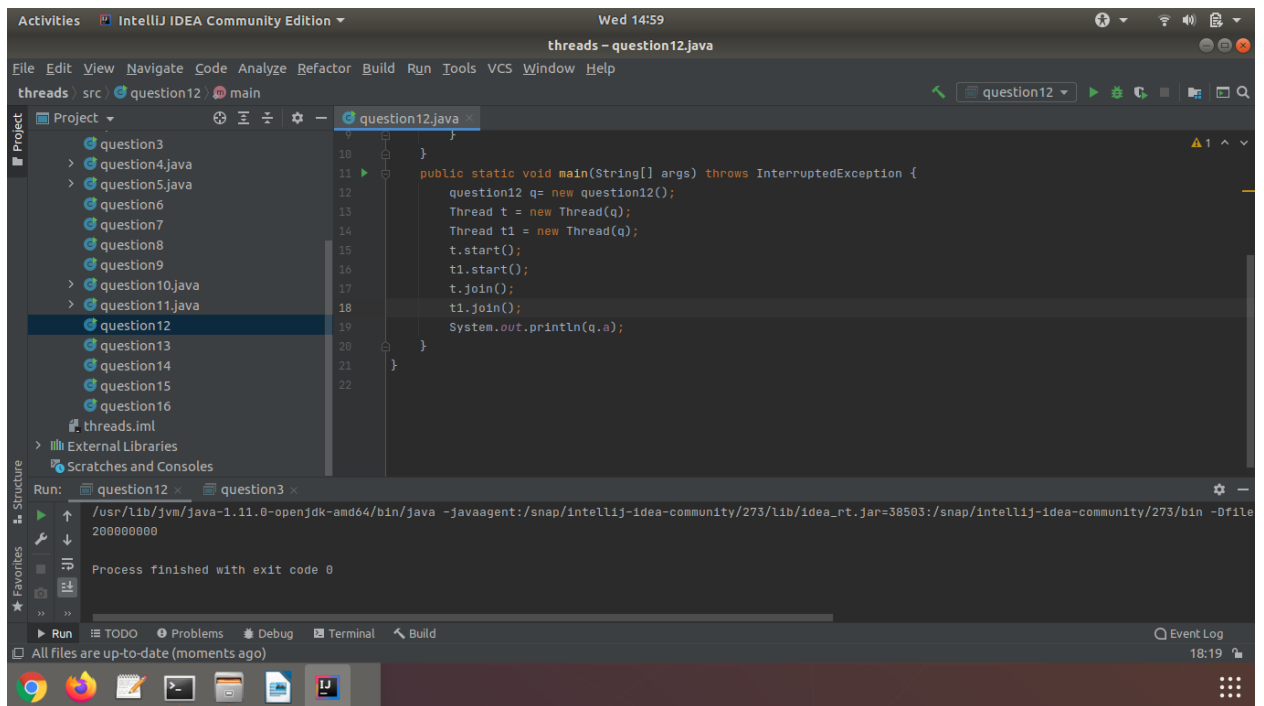
10. Use Synchronize method to enable synchronization between multiple threads trying to access method at same time.



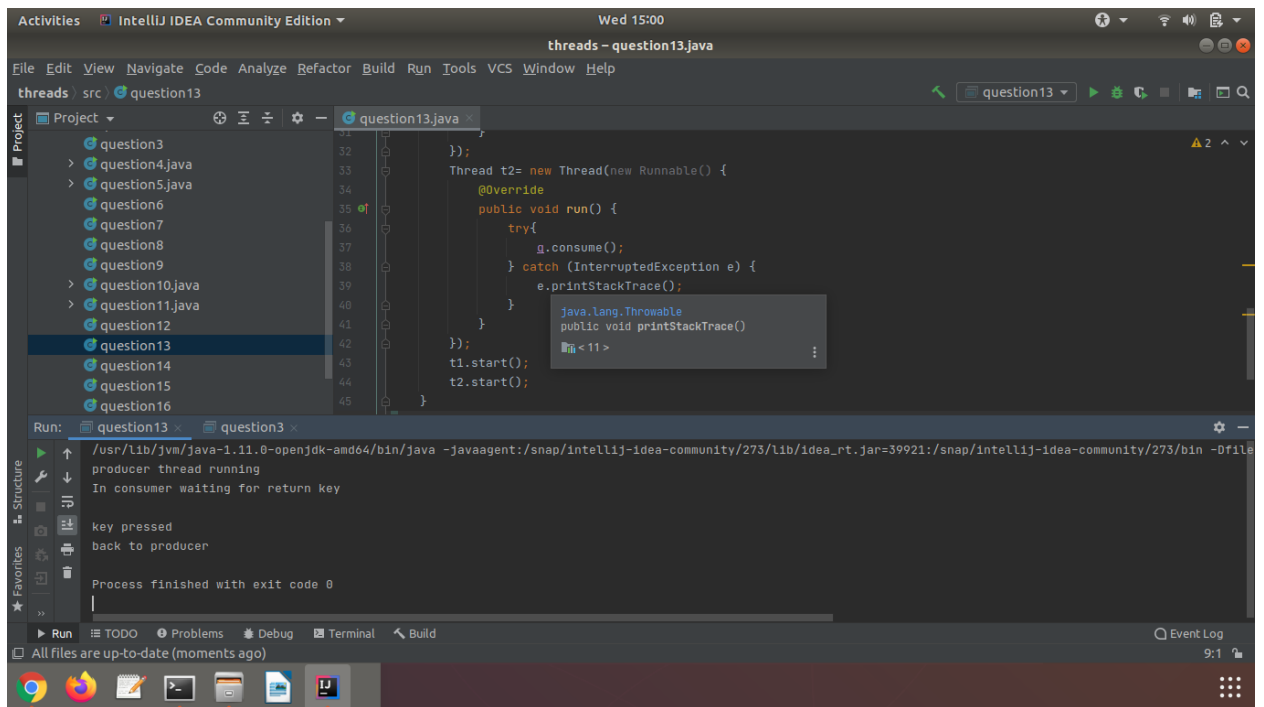
11. Use Synchronize block to enable synchronization between multiple threads trying to access method at same time.



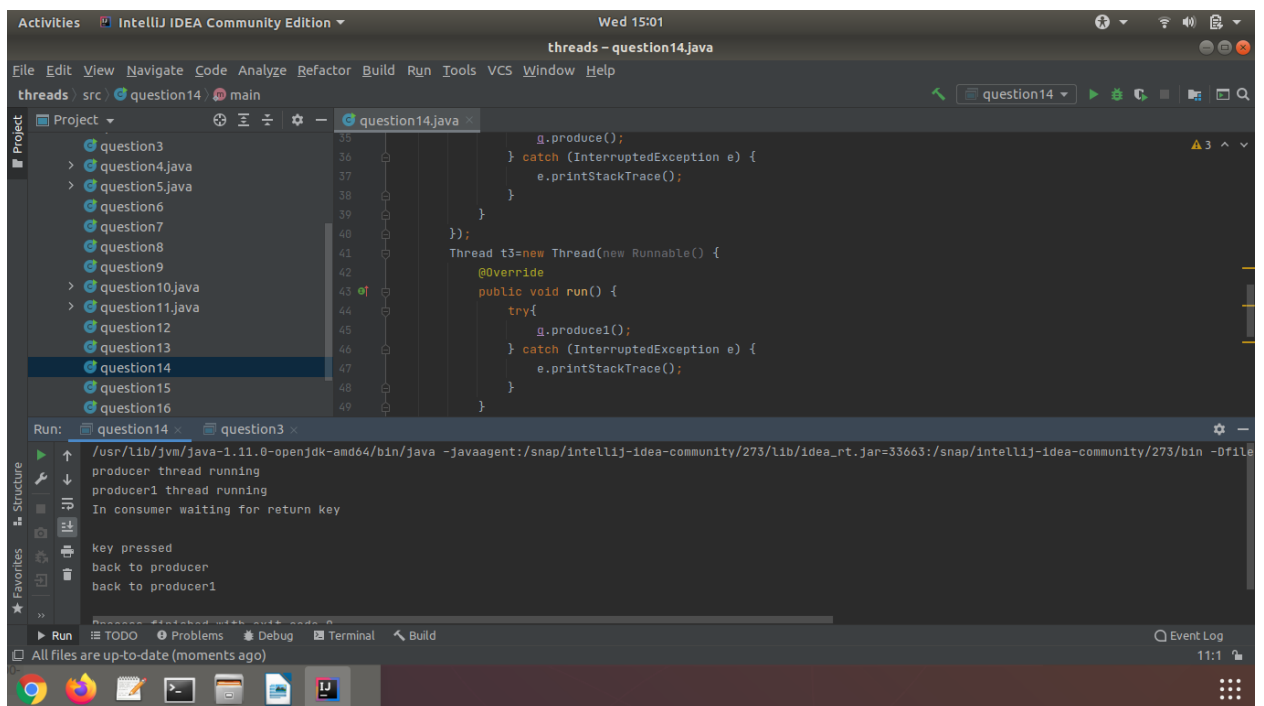
12. Use Atomic Classes instead of Synchronize method and blocks.



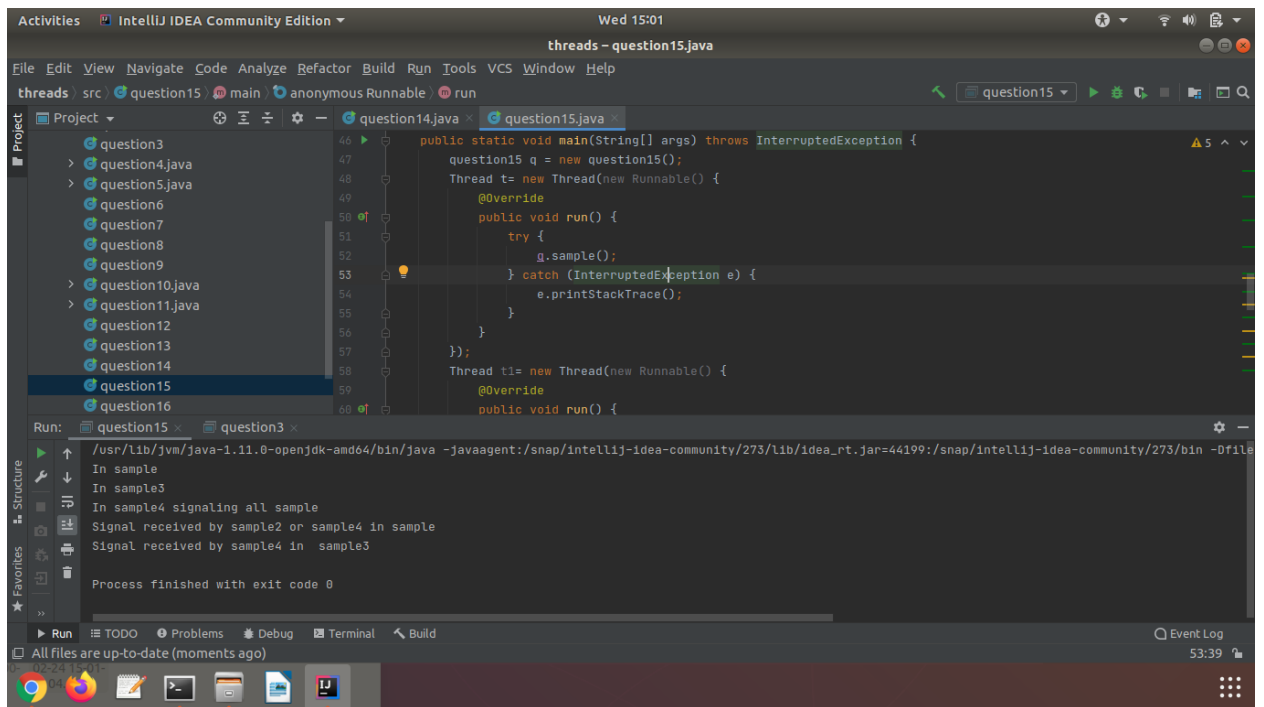
13. Coordinate 2 threads using wait() and notify().



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



15. Use Reentrant lock for coordinating 2 threads with signal(), signalAll() and wait().



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

