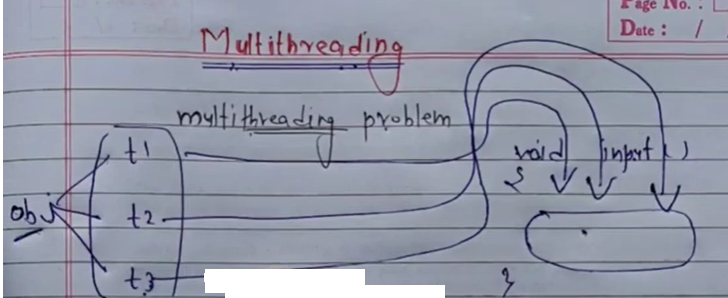
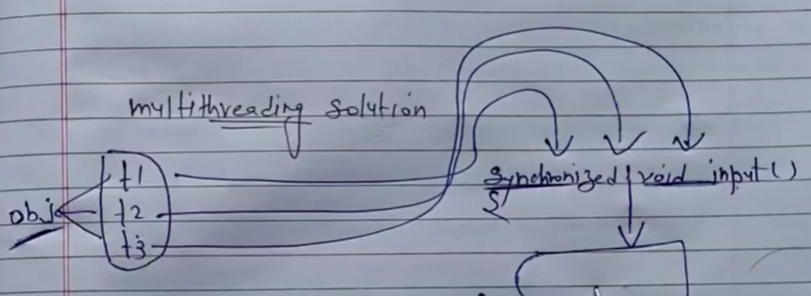


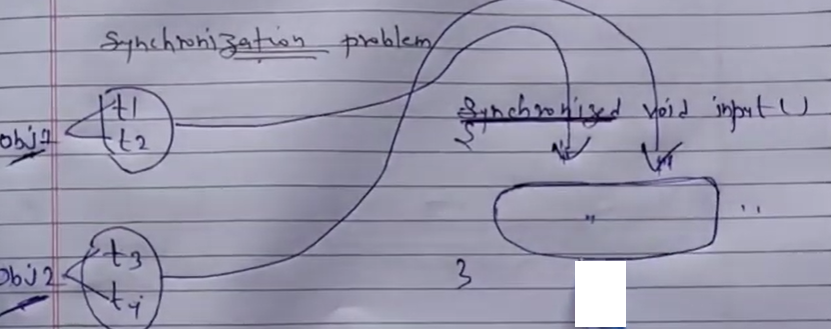
Static Synchronization



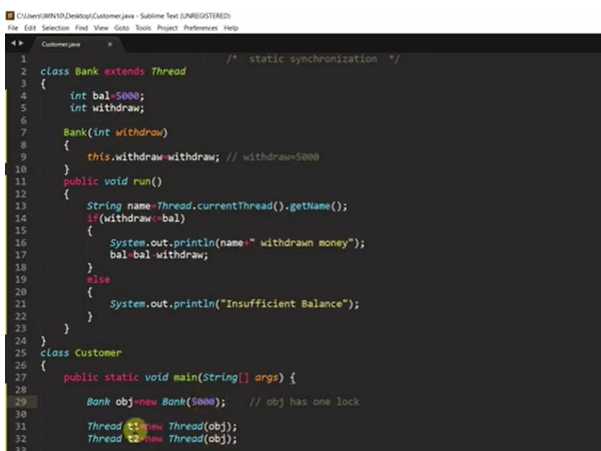
**Problem :** all threads enter at the same time and execute same resource.

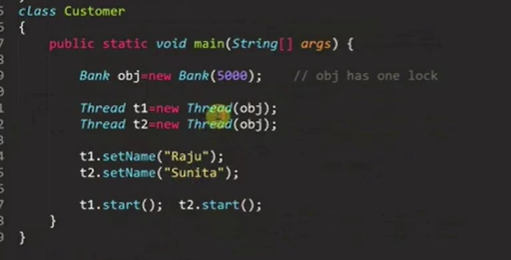


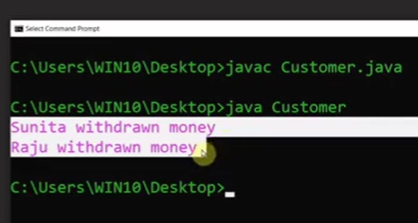
**Solution : is** use synchronized keyword so that only one thread will enter into method and access only the resource ….

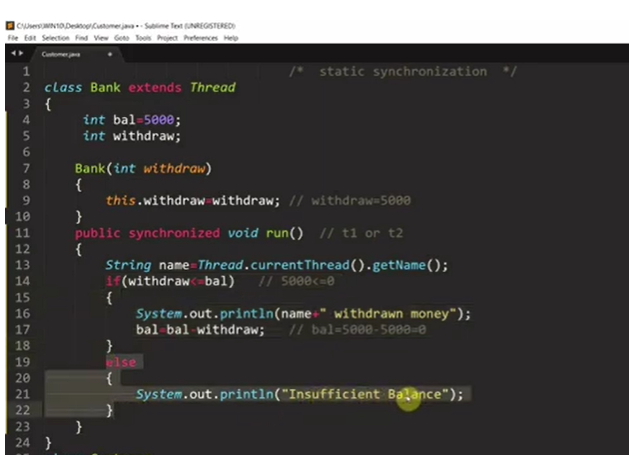


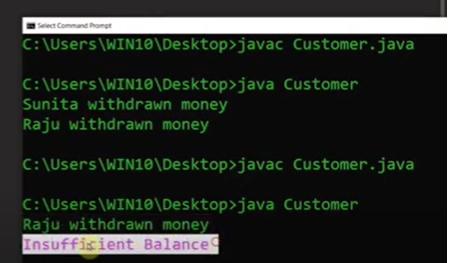
Problem : after Synchronization keyword there is also a problem of entring 2 threads from two different objects.

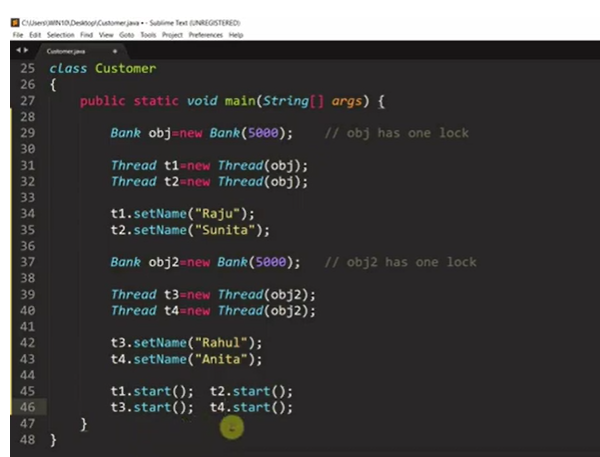


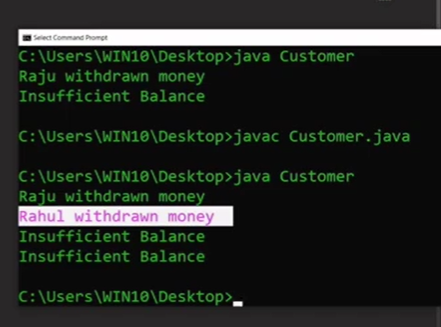


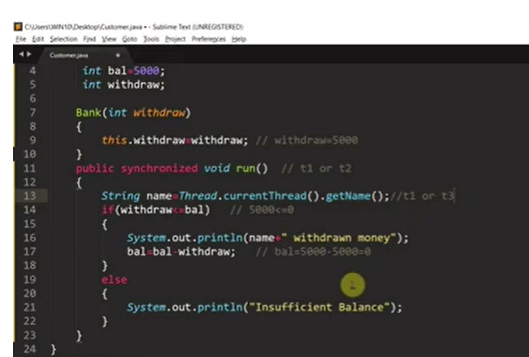




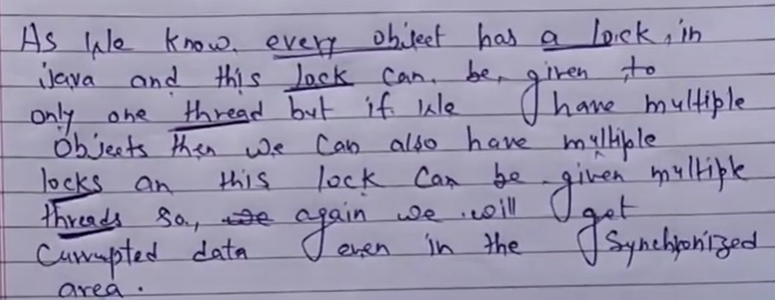


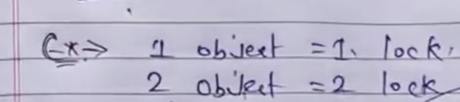


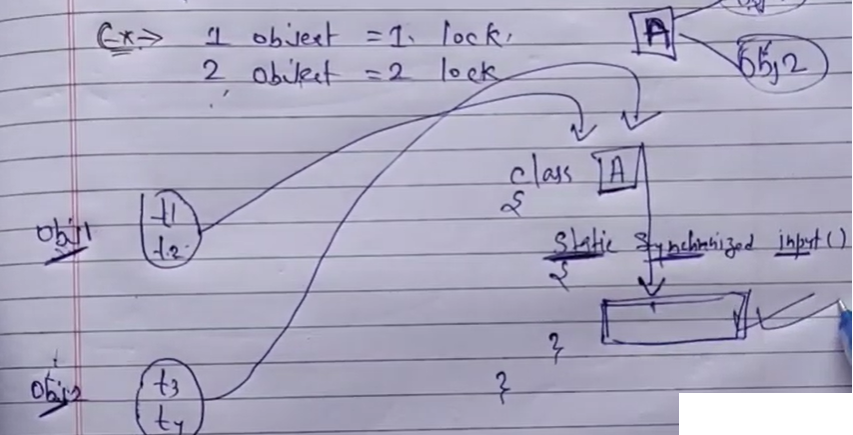




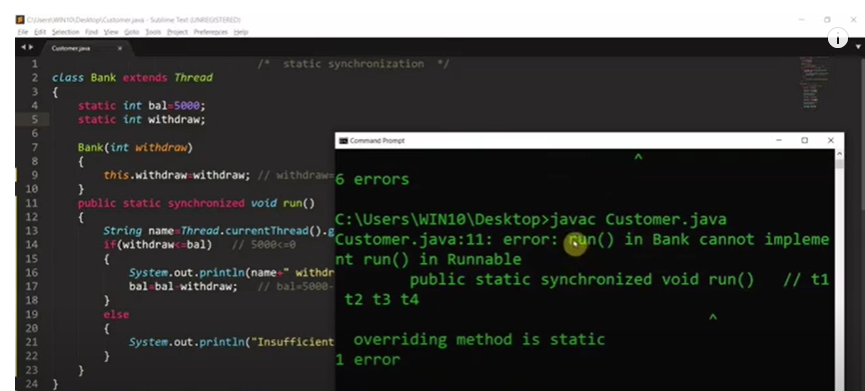
**Synchronization with more than one object**







**Using static keyword before synchronized allows class to get a lock.**



We cannot static any overridden method.

