## Missed Signals

## Missed Signals

A missed signal happens when a signal is sent by a thread before the other thread starts waiting on a condition. This is exemplified by the following code snippet. Missed signals are caused by using the wrong concurrency constructs. In the example below, a condition variable is used to coordinate between the **signaller** and the **waiter** thread. The condition is signaled at a time when no thread is waiting on it causing a missed signal.

In later sections, you'll learn that the way we are using the condition variable's await method is incorrect. The idiomatic way of using await is in a while loop with an associated boolean condition. For now, observe the possibility of losing signals between threads.

```
condition.signal();
                System.out.println("Sent signal");
                lock.unlock();
            }
        });
        Thread waiter = new Thread(new Runnable() {
            public void run() {
                lock.lock();
                try {
                    condition.await();
                    System.out.println("Received signal");
                } catch (InterruptedException ie) {
                    // handle interruption
                lock.unlock();
            }
        });
        signaller.start();
        signaller.join();
        waiter.start();
        waiter.join();
        System.out.println("Program Exiting.");
    }
}
```

Missed Signal Example

The above code when ran, will never print the statement **Program Exiting** and execution would time out. Apart from refactoring the code to match the idiomatic usage of condition variables in a while loop, the other possible fix is to use a **semaphore** for signalling between the two threads as shown below

```
import java.util.concurrent.Semaphore;

class Demonstration {
   public static void main(String args[]) throws InterruptedException {
      FixedMissedSignalExample.example();
}
```

```
}
class FixedMissedSignalExample {
    public static void example() throws InterruptedException {
        final Semaphore semaphore = new Semaphore(1);
        Thread signaller = new Thread(new Runnable() {
            public void run() {
                semaphore.release();
                System.out.println("Sent signal");
            }
        });
        Thread waiter = new Thread(new Runnable() {
            public void run() {
                try {
                    semaphore.acquire();
                    System.out.println("Received signal");
                } catch (InterruptedException ie) {
                    // handle interruption
            }
        });
        signaller.start();
        signaller.join();
        Thread.sleep(5000);
        waiter.start();
        waiter.join();
        System.out.println("Program Exiting.");
    }
}
```







ני