

fronzeworks are used in prod<sup>n</sup> environmente, plain languages are rarely used.

fix number

of turcods.

no flex number, it

creates a new thread

ef ale existing threads

are busy

enpty 2

10 11 12 13 . --

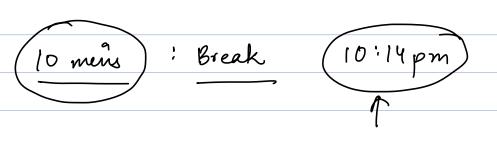
Runnable

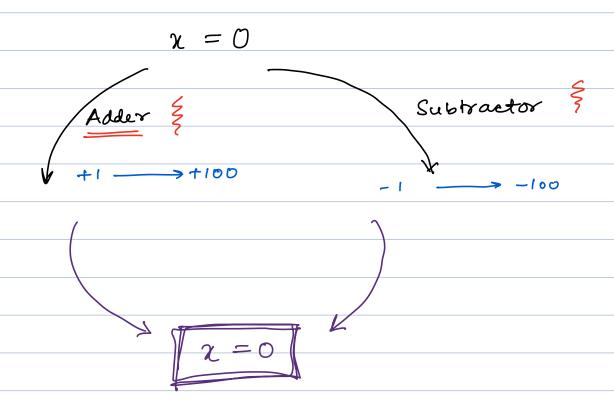
Void run ();

notning can be returned.

what if we want to return some data
from thead?

enlerface: Callable T Object call (); generas: placeholder for a type which can be figured out comple. MugeSost 1 2 9 6 3 = 1 2 9 6 3 = 1 2 9 merge Sort (aerory)





this ovalue x + = i, x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0 x = 0

Synchronization issue

solving assignments

