

Distributed System

Chapter 2 – Implementation activities

Ex1. Write a program that starts an additional thread. The additional thread should output "Yang" every 0.5 seconds and be implemented by an inner class. The output thread should output "Yin" every 0.5 seconds.

Ex2. Write a program that starts three additional threads. The first thread should output "Yin" every 0.3 seconds and have Thread as superclass. The second thread should output "Yang" every 0.6 seconds and implement the Runnable interface. The third thread should emit "Yung" every 0.9 seconds and be started by implicit thread instantiation. Each of the three threads should also output its total waiting time in milliseconds for each output.

Ex3. Modify the program from exercise 2 in such a way that all threads can be terminated. The main thread should terminate a thread it started every 5 seconds.

Ex4. Code a class **Ast** that spawns 3 threads that each spawn 10 leaf objects. Before the **main()** method of the **Ast** class ends, it should make sure that all 3 threads have finished their work. The Sheet class should be empty.