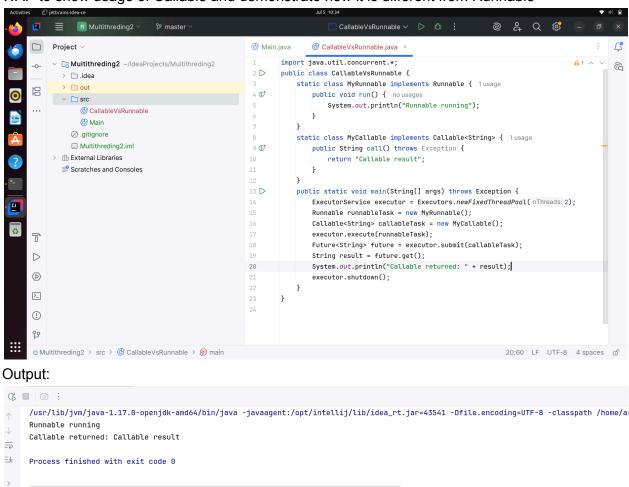
1. WAP to show usage of Callable and demonstrate how it is different from Runnable



2. Improve the code written in Basics of Multi Threading Part 1 exercise question 4 to handle the deadlock using reentract lock.

```
Multithreding2
                      Project ~
                                                                                                                           @ Main.java

♂ CallableVsRunnable.java

    DeadlockHandled.iava ×

                                                                                                                                          import java.util.concurrent.locks.ReentrantLock;
                                                                                                                                                                                                                                                                                               <u>4</u> 4 ^ ~
                       Multithreding2 ~/IdeaProjects/Multithreding2
                                                                                                                                                                                                                                                                                                                    @
                                                                                                                            2 >
                                                                                                                                          public class DeadlockHandled {
                          > 🗀 .idea
                                                                                                                                                  static ReentrantLock lock1 = new ReentrantLock(); 6 usages
                           > 🗀 out
            밁
                                                                                                                                                   static ReentrantLock lock2 = new ReentrantLock(); 6 usages
                       ∨ 🗀 src
                                                                                                                                                   public static void main(String[] args) {
                                                                                                                            5 🗅
                                    @ CallableVsRunnable
                                                                                                                                                          Thread t1 = new Thread(() -> {
                                    @ DeadlockHandled
                                                                                                                                                                  while (true) {
                                   @ Main
                                                                                                                                                                          boolean gotLock1 = lock1.tryLock();
                                                                                                                            8
                               ⊘ .gitignore
                                                                                                                                                                          boolean gotLock2 = lock2.tryLock();
                               ■ Multithreding2.iml
                                                                                                                                                                          if (gotLock1 && gotLock2) {
                      > Ifh External Libraries
                                                                                                                                                                                  try {

Scratches and Consoles

■ Consoles

                                                                                                                                                                                          System.out.println("Thread 1: Holding Lock1 & Lock2");
                                                                                                                                                                                          break;
                                                                                                                                                                                  } finally {
                                                                                                                                                                                          lock2.unlock();
                                                                                                                                                                                          lock1.unlock();
            T
                                                                                                                           19
                                                                                                                                                                                  if (gotLock1) lock1.unlock();
            \triangleright
                                                                                                                                                                                  if (gotLock2) lock2.unlock();
                                                                                                                           20
            D
                                                                                                                                                                          try { Thread.sleep( |: 50); } catch (InterruptedException e) {}
            >_
                                                                                                                                                                 }
                                                                                                                                                          });
            (!)
                                                                                                                                                          Thread t2 = new Thread(() -> {
                                                                                                                                                                  while (true) {
            လှ
                                                                                                                                                                          boolean gotLock2 = lock2.tryLock();
 :::
            44:12 LF UTF-8 4 spaces of

■ Multithreding2 

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                                                                                                                           @ Main.java
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                     Project ~
                                                                                                                                                          CallableVsRunnable.iava

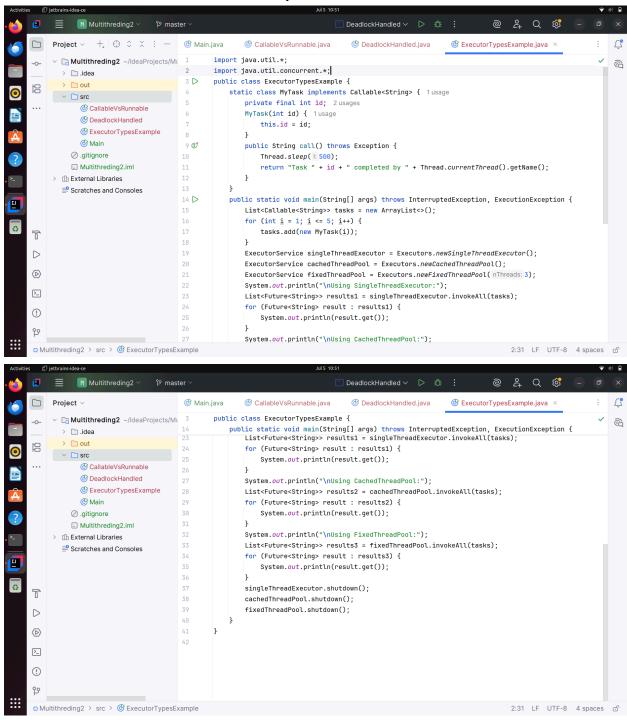
    DeadlockHandled.iava ×

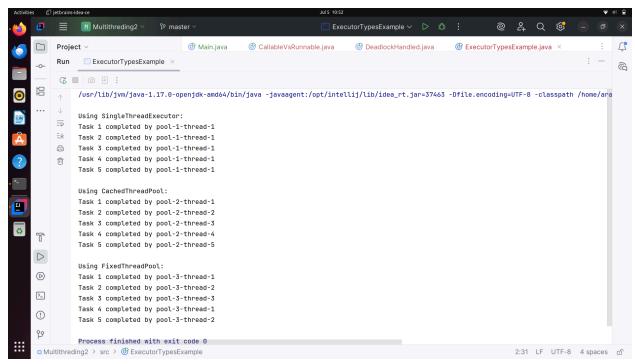
                                                                                                                                          public class DeadlockHandled {
                      Multithreding2 ~/IdeaProjects/Multithreding2
                                                                                                                                                  public static void main(String[] args) {
                          > 🗀 .idea
                                                                                                                                                          }):
                            > 🗀 out
            멂
                                                                                                                                                           Thread t2 = new Thread(() -> {
                       ∨ 🗀 src
                                                                                                                                                                  while (true) {
                                    @ CallableVsRunnable
                                                                                                                                                                          boolean gotLock2 = lock2.trvLock():
                                    © DeadlockHandled
                                                                                                                                                                          boolean gotLock1 = lock1.tryLock();
                                   (C) Main
                                                                                                                                                                          if (gotLock1 && gotLock2) {
                               ⊘ .gitignore
                                                                                                                                                                                  try {
                                ■ Multithreding2.iml
                                                                                                                                                                                          System.out.println("Thread 2: Holding Lock2 & Lock1"):
                      > Illh External Libraries
                                                                                                                                                                                          break;
                           Scratches and Consoles
                                                                                                                                                                                  } finally {
                                                                                                                                                                                          lock1.unlock():
                                                                                                                                                                                          lock2.unlock();
                                                                                                                                                                          } else {
                                                                                                                           38
                                                                                                                                                                                  if (gotLock1) lock1.unlock();
            T
                                                                                                                                                                                  if (gotLock2) lock2.unlock();
            \triangleright
            D
                                                                                                                                                                          try { Thread.sleep( |: 50); } catch (InterruptedException e) {}
            >_
                                                                                                                          44
                                                                                                                                                          });
                                                                                                                                                          t1.start();
            (!)
                                                                                                                                                          t2.start();
            စ္
###
           44:12 LF UTF-8 4 spaces பி
```

```
Usr/lib/jvm/java-1.17.0-openjdk-amd64/bin/java -javaagent:/opt/intellij/lib/idea_rt.jar=45853 -Dfile.encoding=UTF-8 -classpath /home/ar Thread 1: Holding Lock1 & Lock2
Thread 2: Holding Lock2 & Lock1

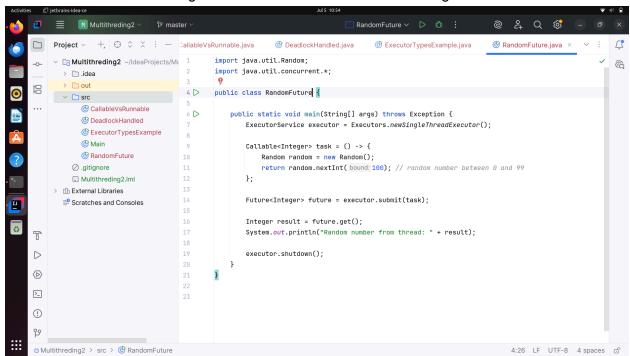
→ Process finished with exit code 0
```

3. Use a singleThreadExecutor, newCachedThreadPool() and newFixedThreadPool() to submit a list of tasks and wait for completion of all tasks.





4. WAP to return a random integert value from a thread execution using Future.



```
/usr/lib/jvm/java-1.17.0-openjdk-amd64/bin/java -javaagent:/opt/intellij/lib/idea_rt.jar=39827 -Dfile.encoding=UTF-8 -classpath /home/ara Random number from thread: 76

Process finished with exit code 0
```

5. WAP to showcase the difference between shutdown() and shutdownNow().

```
■ Multithreding2 

                                                                                                                                        @ 24 Q $$
       Project
                                                                                                                                           © DeadlockHandled.java

    ExecutorTypesExample.java

                                                                                                                  RandomFuture.java

√ □ Multithreding2 ~/IdeaProjects/Mu

                                                         import java.util.List;
                                                                                                                                                                         @
                                                         import java.util.concurrent.*;
               > 🗀 .idea
                                                 3 >
                                                         public class Shutdown {
               > 🗀 out
       밂
                                                 4 >
                                                              public static void main(String[] args) throws InterruptedException {
                                                                  ExecutorService executor1 = Executors.newFixedThreadPool( nThreads: 2);
                    @ CallableVsRunnable
                                                                  Runnable task = () -> {
                    @ DeadlockHandled
                                                                      try {

    ExecutorTypesExample

                                                                           System.out.println(Thread.currentThread().getName() + " is running");
                    @ Main
                                                                           Thread.sleep(|: 2000);
                    RandomFuture
                                                                           System.out.println(Thread.currentThread().getName() + " finished");
                    Shutdown
                                                                      } catch (InterruptedException e) {
                  ⊘ .gitignore
                                                                           System.out.println(Thread.currentThread().getName() + " was interrupted");
                  Multithreding2.iml
                                                                  };
             > file External Libraries
                                                 15
                                                                  System.out.println("---- Using shutdown() ----");
                Scratches and Consoles
                                                                  for (int \underline{i} = 0; \underline{i} < 3; \underline{i} + +) {
                                                                       executor1.submit(task);
       7
                                                                  }
                                                                  executor1.shutdown(); // Waits for running tasks to complete
       \triangleright
                                                                  executor1.awaitTermination( |: 5, TimeUnit.SECONDS);
       D
                                                                  ExecutorService executor2 = Executors.newFixedThreadPool( nThreads: 2);
                                                21
                                                                  System.out.println("\n---- Using shutdownNow() ----");
       >_
                                                                  for (int \underline{i} = 0; \underline{i} < 3; \underline{i} ++) {
                                                                       executor2.submit(task);
       (!)
                                                                  \textbf{List} < \textbf{Runnable} > \ \textbf{notStarted} \ = \ \textbf{executor2.shutdownNow();} \ // \ \textit{Tries to stop all tasks}
                                                                  System.out.println("Tasks not started: " + notStarted.size());
       lue{} Multithreding2 \Rightarrow src \Rightarrow \textcircled{6} Shutdown \Rightarrow \textcircled{9} main
                                                                                                                                           21:69 LF UTF-8 4 spaces 🗊
                                                               executor2.submit(task);
Th External Libraries
                                                         }
Scratches and Consoles
                                     26
                                                         List<Runnable> notStarted = executor2.shutdownNow(); // Tries to stop all tasks
                                                         System.out.println("Tasks not started: " + notStarted.size());
                                     28
                                     29
                                                         executor2.awaitTermination( |: 5, TimeUnit.SECONDS);
                                     30
                                                    }
                                               }
```

