

Multi-threading in Java



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Content

1. Intro to Multi-threading
2. Thread creation
3. Multiple threads
4. Synchronization
5. Thread priority
6. Inter-thread communication

Multithreading

- Different parts of the same program run concurrently
- Each part of such program is called Thread and each thread defines a separate path of execution.
- Multithreading enables us to write efficient program that make maximum use of the CPU because idle time can be reduced.
- Thread class -
 - String getName()
 - setName(String)
 - int getPriority()
 - setPriority(int)
 - void start()
 - void sleep(int)

Thread creation

- A thread can be created on any object that implements Runnable interface
 - It has to implement run() method

Example - testt.java

- A thread can be created on any object that extends Thread class

Example - threadcls.java

Multiple thread

- Multiple threads can be created out of a single object

Example - mthread.java

- Synchronization among the threads

Example - mthsync.java

Thread priority

- Threads can be assigned some Priority value between 1 to 10. The default priority value (NORM_PRIORITY) is 5.
- Thread with highest priority will enter the synchronized method first.
- `void setPriority(int)`
`int getPriority()`
- Sleep method stops execution of the thread for some milliseconds.
`void sleep(int)`

Example - mthreadsl.java

Inter-thread communication

- Communication is based on following final methods defined in Object class.
 - wait() - tells the calling thread to give up the monitor and go to sleep mode until some other thread enters the same monitor and call notify()
 - notify() - wakes up the first thread that called wait() on the same object
 - notifyAll() - wakes up all the thread that called wait() on the same object. The highest priority thread will run first.
- All three methods can be called only within synchronized method.

Example - mthnotify.java



Thank you