ThreadLocal

Set(Object)方法，可以把一个对象放到此线程特有的map中去，键为这个线程，值为这个对象，可以随时获取，不会受其他线程干扰，也不会出现线程安全问题.

Get( )方法用来回去这个值

**public** **class** ThreadLocalTest **implements** Runnable {

**private** ThreadLocal<String> threadLocal=**new** ThreadLocal<>();

**int** i = 0;

@Override

**public** **void** run() {

**for** (; i < 10; i++) {

threadLocal.set(Thread.*currentThread*().getName());

**try** {

Thread.*sleep*(20);

} **catch** (InterruptedException e) {}

System.***out***.println(Thread.*currentThread*().getName()+":"+threadLocal.get());

}

}

**public** **static** **void** main(String[] args) {

ThreadLocalTest test=**new** ThreadLocalTest();

**new** Thread(test,"AAA").start();

**new** Thread(test,"BBB").start();

**new** Thread(test,"CCC").start();

}

}