

Extension.BackEnd

Class RemoveThread

```
java.lang.Object
├─ java.lang.Thread
│   └─ Extension.BackEnd.RemoveThread
```

All Implemented Interfaces:

java.lang.Runnable

```
public class RemoveThread
extends java.lang.Thread
```

A thread used to clean up execution artifacts within a users project and unlock its ui once they are loaded into memory.

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Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread
java.lang.Thread.State, java.lang.Thread.UncaughtExceptionHandler

Field Summary

Fields inherited from class java.lang.Thread
MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary
RemoveThread (bluej.extensions.BClass testClass, bluej.extensions.BClass runClass, java.awt.Frame frame)
Constructor

Method Summary
<div>void</div> <div>run()</div> <div>Remove the BClasses from the project and unlock the UI after the JRunners running flag has been set to true.</div>

Methods inherited from class java.lang.Thread
activeCount, checkAccess, clone, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object
equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

RemoveThread

```
RemoveThread(bluej.extensions.BClass testClass,  
             bluej.extensions.BClass runClass,  
             java.awt.Frame frame)
```

Constructor

Parameters:

`testClass` - the JUnit test class to remove.
`runClass` - the JRunner class to remove.
`frame` - the frame to unlock after removal.

Method Detail

run

```
public void run()
```

Remove the BClasses from the project and unlock the UI after the JRunners running flag has been set to true.

Specified by:

`run` in interface `java.lang.Runnable`

Overrides:

`run` in class `java.lang.Thread`
