# Multitasking

Executing multiple task at the same time.







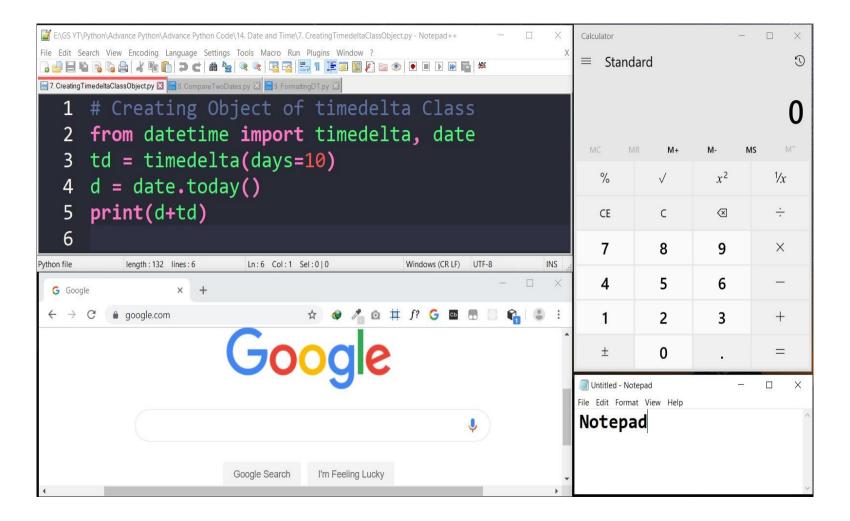


# Type of Multitasking

- Process based Multitasking
- Thread based Multitasking

# **Process Based Multitasking**

Executing multiple task at the same time where each task is a separate independent program(process), is called process based multitasking. It is suitable for Operating System level.



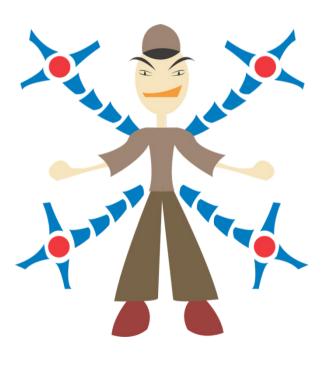
## **Thread Based Multitasking**

Executing multiple task at the same time where each task is a separate independent part of the same program(process), is called Thread based multitasking and each independent part is called Thread. It is suitable for Programmatic level.

Ex: - MS Word

# **Thread**

Thread is a separate flow of execution. Every thread has a task.



- Flying Thread
- CallAuntyMay Thread
- Watching MJ Thread
- Doc Thread









# **Multithreading**

Using Multiple Threads in program or process

The main important application areas of multi threading are:

- Multimedia Graphic
- Animations
- Video Games
- Web Servers
- Application Servers









### **Main Thread**

- When we start any Python Program, one thread begins running immediately, which is called Main Thread of that program created by PVM.
- The main thread is created automatically when your program is started.

```
import threading
t = threading.current_thread().getName()
print(t)
```

# **Creating a Thread**

*Thread* class of *threading* module is used to create threads. To create our own thread we need to create an object of Thread Class.

Following are the ways of creating threads:-

- Creating a thread without using a class
- Creating a thread by creating a child class to Thread class
- Creating a thread without creating child class to Thread class

## Creating a thread without using a class

```
from threading import Thread
thread_object = Thread(target=function_name, args=(arg1, arg2, ...))
thread_object - It represents our thread.
target - It represents the function on which the thread will act.
args - It represents a tuple of arguments which are passed to the function.
Ex:-
t = Thread(target=disp, args=(10,20))
```

### **How to Start Thread**

```
Once a thread is created it should be started by calling start() Method.
from threading import Thread
def disp(a, b):
   print("Thread Running:", a, b)
t = Thread(target=disp, aros=(10, 20))
                         Starting Thread
t.start()
from threading import Thread
def disp(a, b):
   print("Thread Running:", a, b)
for i in range(5):
   t = Thread(target=disp
                            Starting Thread
    t.start()
```

```
from threading import Thread
                                          Main thread is responsible to create and Start
def disp():
                                          Child Thread, once the child thread has started
   for i in range(5):
                                          both the thread behave separately.
     print("Child Thread")
t = Thread(target=disp)
# upto here there is only one thread – Main Thread
# All the above code executed within Main Thread
t.start()
# Once we start Child thread, there are now Two Threads – Main Thread and Thread-1
# Child Thread is responsible to run disp method
# and below code will be run by Main thread
for i in range(5):
    print("Main Thread")
```

## Set and Get Thread Name

- current\_thread() This function return current thread object.
- getName() Every thread has a name by default, to get the name of thread we can use this method.
- setName(name) This method is used to set the name of thread.
- name Property This property is used to get or set name of the thread.

```
Ex:-
thread_object.name = 'String'
print(thread_object.name)
```

#### Creating a thread by creating a child class to Thread class

We can create our own thread child class by inheriting *Thread* Class from *threading* module.

```
class ChildClassName(Thread):
     statements
Thread object = ChildClassName ()
Ex:-
class Mythread(Thread):
      pass
t = Mythread()
```

### Thread Class's Methods

- start ( ) Once a thread is created it should be started by calling start()
   Method.
- run() Every thread will run this method when thread is started. We can override this method and write our own code as body of the method. A thread will terminate automatically when it comes out of the run() Method.
- join () This method is used to wait till the thread completely executes the run () method.

### Thread Child Class with Constructor

```
from threading import *
                           Thread Class as Parent Class
Class Mythread(Thread):
                                  Calling Thread Class Constructor
     def init (self, a):
    Thread. init (self)
    self.a = a
t = Mythread(10)
```

#### Creating a thread w/o creating a child class to Thread class

We can create an independent thread child class that does not inherit from *Thread* Class from *threading* module.

```
class ClassName:
     statements
object name = ClassName ()
Thread object = Thread(target=object name.function name, args=(arg1, arg2,...))
Ex:-
class Mythread:
      def disp (self, a, b): print(a, b)
myt = Mythread()
t = Thread(target=myt.disp, args=(10, 20))
t.start()
```

# Single Tasking using a Thread

When multiple tasks are executed by a thread one by one, then it called single tasking.

#### **Writing Examination**

- Question 1
- Question 2
- Question 3

# Multitasking using Multiple Thread

When multiple tasks are executed at a time, then it is called Multi-tasking. For this purpose we need more than one thread and when we use more than one thread, it is called multi threading.

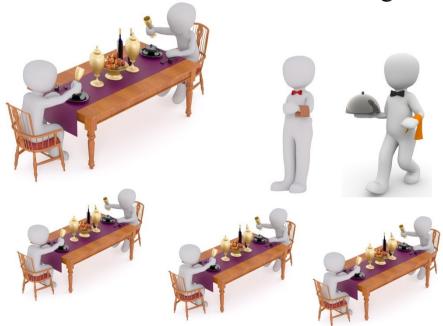






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# **Race Condition**

Race condition is a situation that occurs when threads are acting in an unexpected sequence, thus leading to unreliable output. This can be eliminated using thread synchronization.

### Thread Identification Number

Every thread has an unique identification number which can be accessed using variable ident.

Syntax:- Thread\_object.ident

Ex:- t.ident