Inter-thread communication in Java

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Introduction

- Inter-thread communication or Co-operation is all about allowing synchronized threads to communicate with each other.
- Cooperation (Inter-thread communication) is a mechanism in which a thread is paused running in its critical section and another thread is allowed to enter (or lock) in the same critical section to be executed.
- It is implemented by following methods of **Object class**:
- wait()
- notify()
- notifyAll()

Inter-thread communication

- 1) wait() method
- Causes current thread to release the lock and wait until either another thread invokes the notify() method or the notifyAll() method for this object, or a specified amount of time has elapsed.
- The current thread must own this object's monitor, so it must be called from the synchronized method only otherwise it will throw exception.

Inter-thread communication

Syntax:

public final void wait()throws InterruptedException

waits until object is notified.

public final void wait(long timeout)throws InterruptedException

waits for the specified amount of time.

Inter-thread communication

- 2) notify() method
- Wakes up a single thread that is waiting on this object's monitor. If any threads are waiting on this object, one of them is chosen to be awakened. The choice is arbitrary and occurs at the discretion of the implementation.

Syntax:

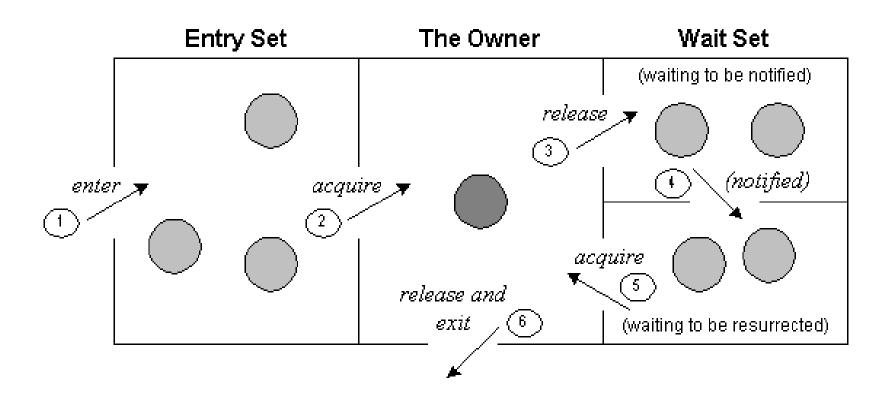
public final void notify()

- 3) notifyAll() method
- Wakes up all threads that are waiting on this object's monitor.

Syntax:

public final void notifyAll()

Understanding the process of inter-thread communication



Understanding the process of interthread communication

The point to point explanation of the above diagram is as follows:

- Threads enter to acquire lock.
- Lock is acquired by on thread.
- Now thread goes to waiting state if you call wait() method on the object.

Otherwise it releases the lock and exits.

Understanding the process of interthread communication

- If you call notify() or notifyAll() method, thread moves to the notified state (runnable state).
- Now thread is available to acquire lock.
- After completion of the task, thread releases the lock and exits the monitor state of the object.

```
class Customer
   int amount=10000;
   synchronized void withdraw(int amount)
       System.out.println("going to withdraw...");
       if(this.amount<amount){</pre>
            System.out.println("Less balance; waiting for deposit...");
       try
           wait();
       catch(Exception e){}
```

```
this.amount-=amount;
System.out.println("withdraw completed...");
synchronized void deposit(int amount)
System.out.println("going to deposit...");
this.amount+=amount;
System.out.println("deposit completed...");
notify();
```

```
class Test
  public static void main(String args[]){
  final Customer c=new Customer();
  new Thread(){
  public void run(){c.withdraw(15000);}
  }.start();
  new Thread(){
  public void run(){c.deposit(10000);}
  }.start();
```

Output:

going to withdraw...
Less balance; waiting for deposit...
going to deposit...
deposit completed...
withdraw completed



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