

# **Android Concurrency: Overview of Java Threads (Part 2)**



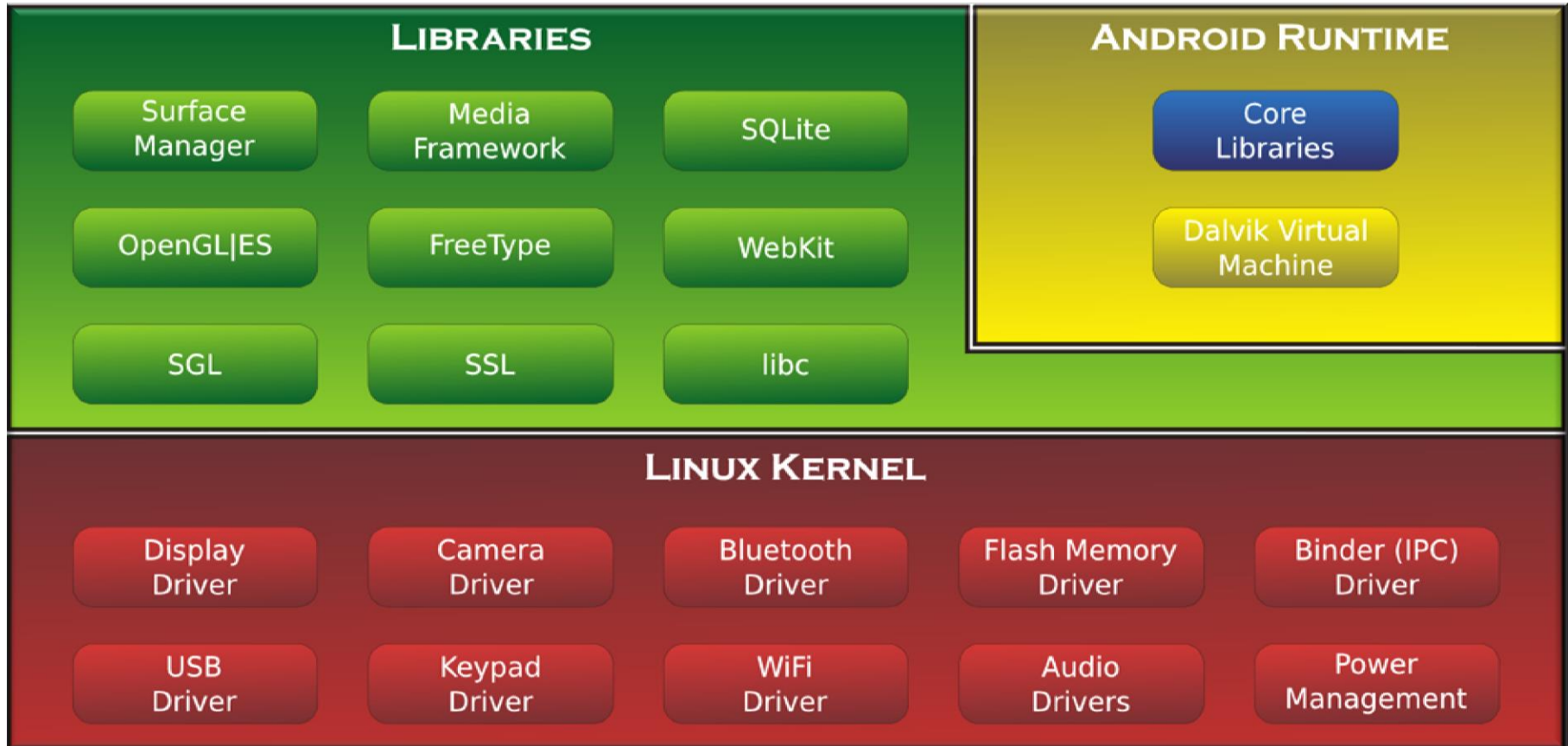
**Douglas C. Schmidt**  
**[d.schmidt@vanderbilt.edu](mailto:d.schmidt@vanderbilt.edu)**  
**[www.dre.vanderbilt.edu/~schmidt](http://www.dre.vanderbilt.edu/~schmidt)**

**Institute for Software  
Integrated Systems  
Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Part of the Module

- Understand more about how Java concurrency mechanisms available in Android are implemented

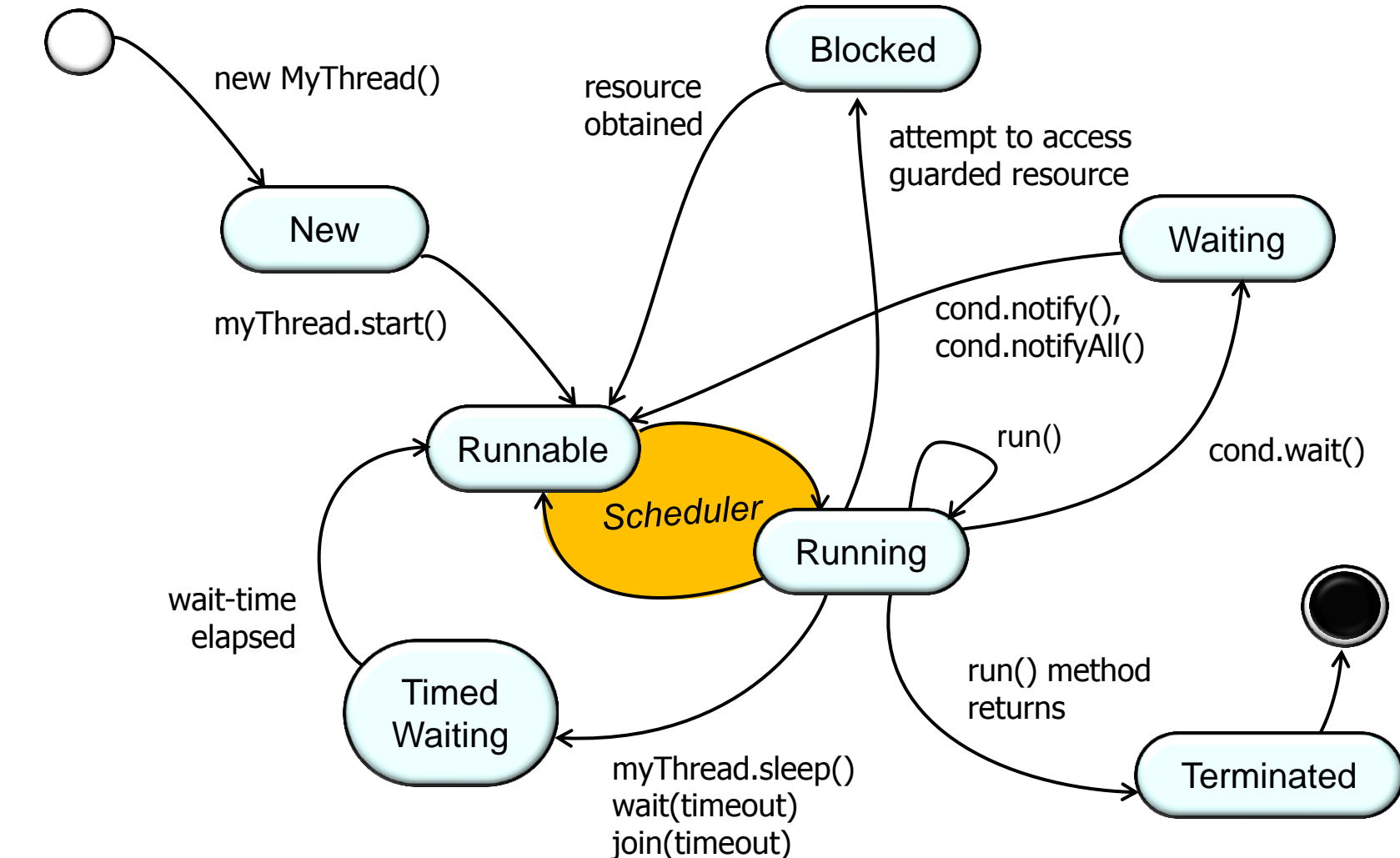


# Learning Objectives in this Part of the Module

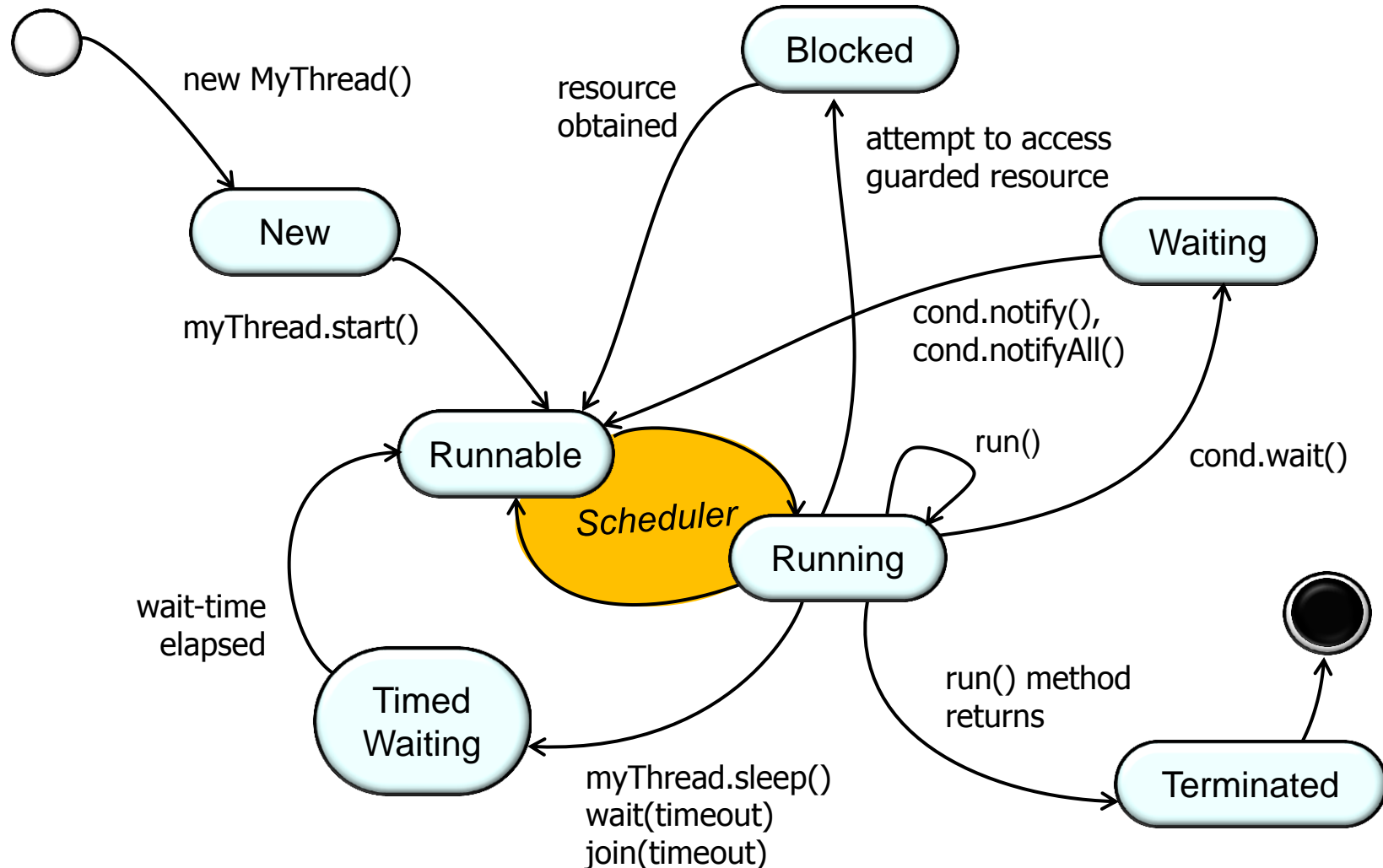
- Understand more about how Java concurrency mechanisms available in Android are implemented



# State Machine for Java Threads in Android

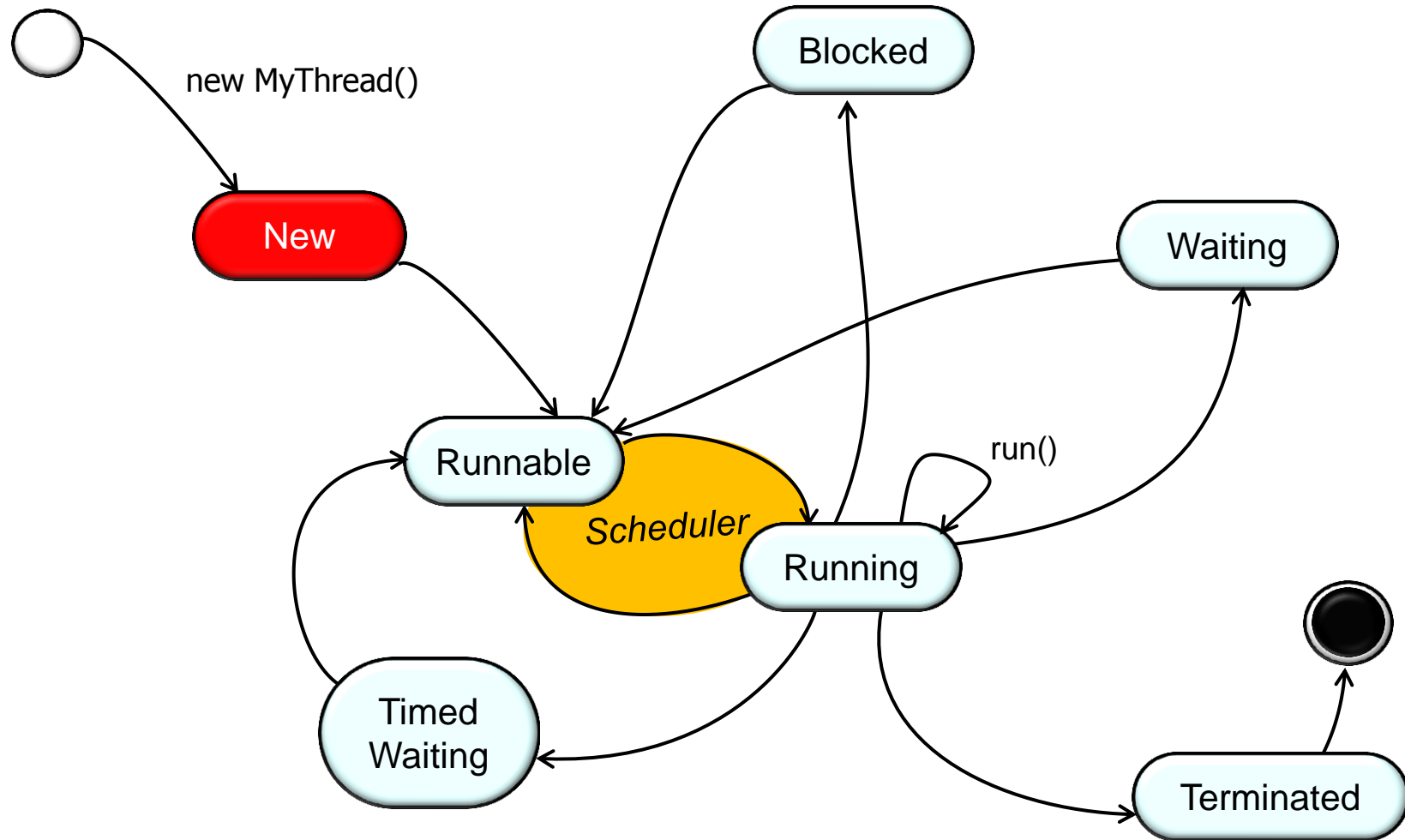


# State Machine for Java Threads in Android

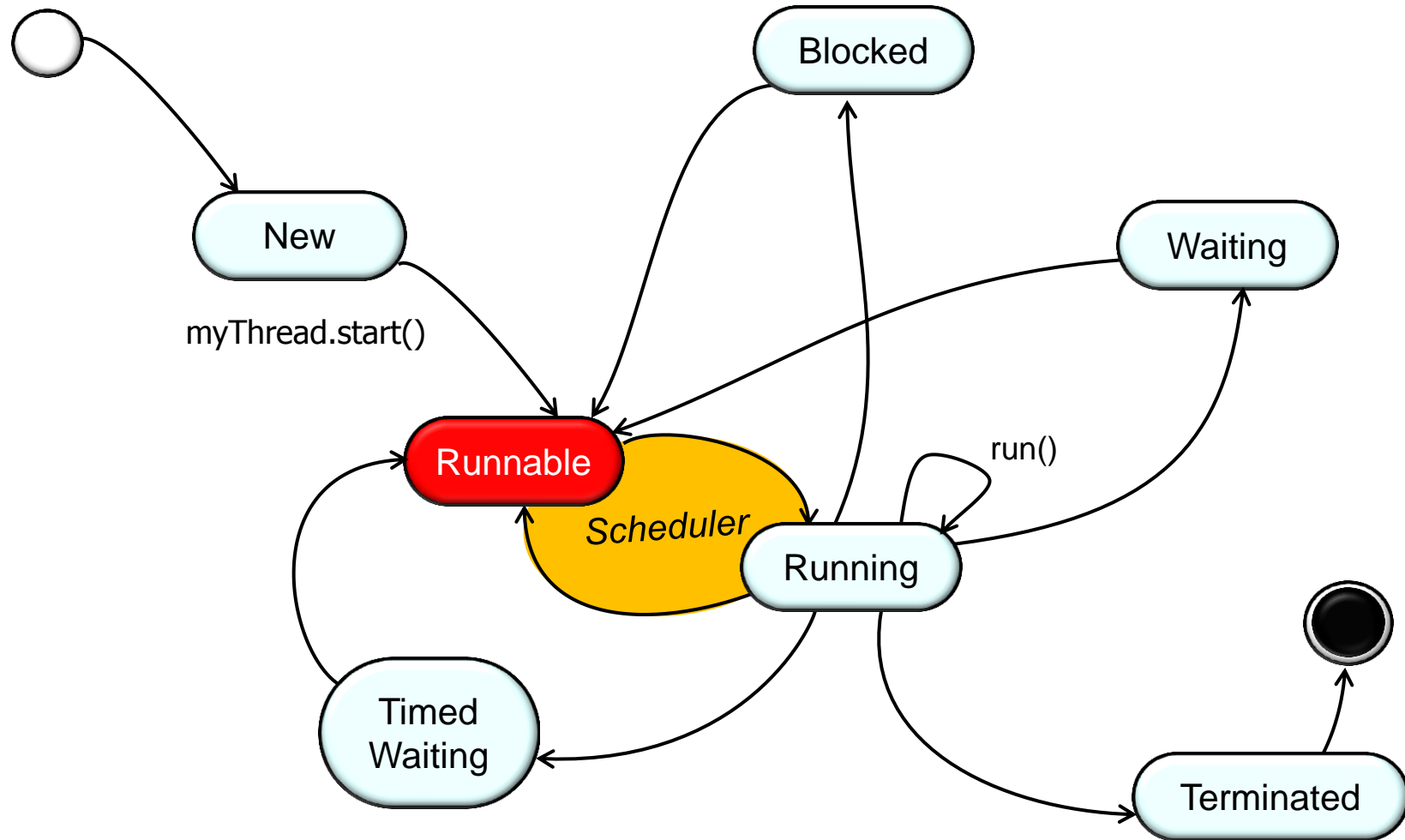


You don't need to understand all these details to program Java threads!!

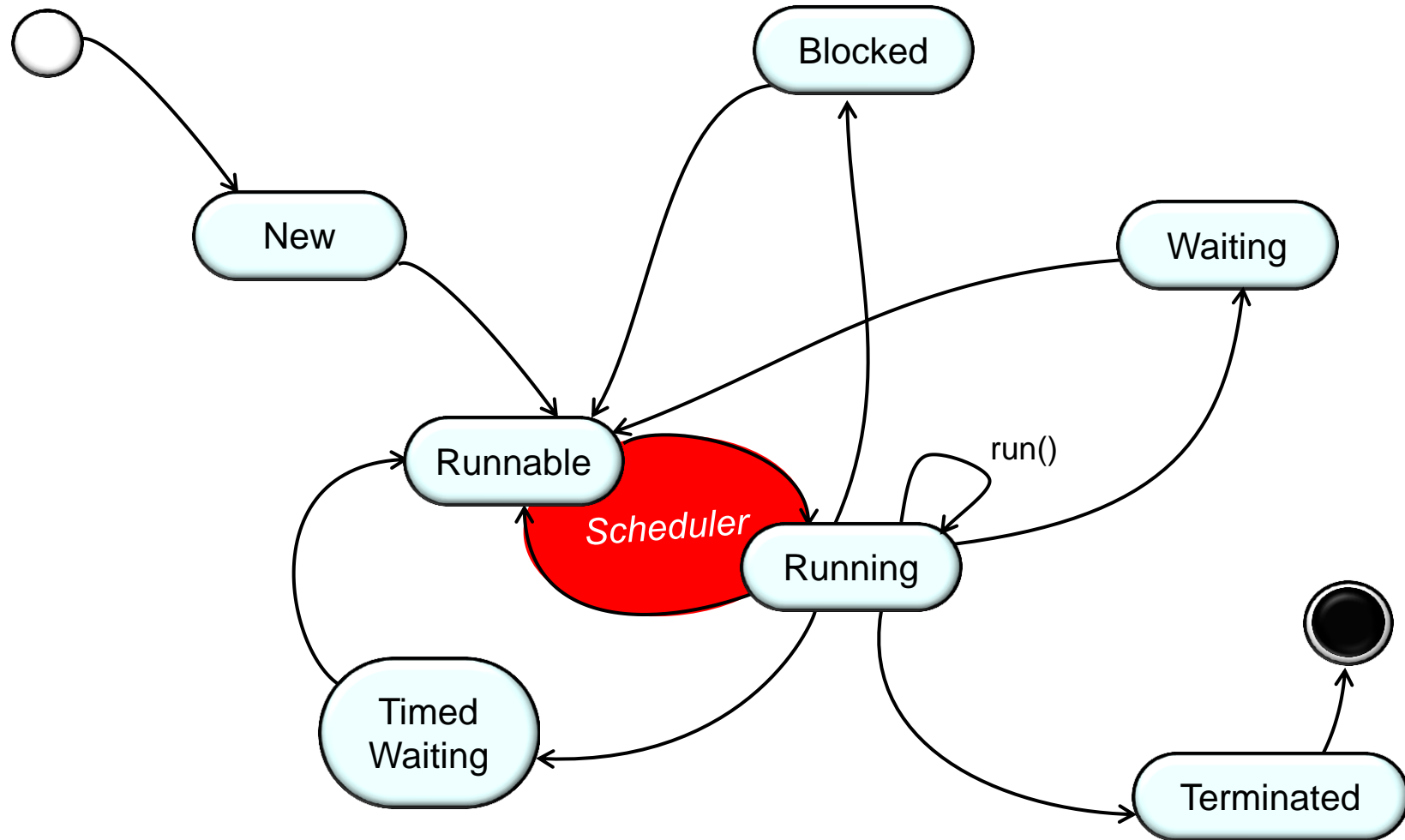
# State Machine for Java Threads in Android



# State Machine for Java Threads in Android

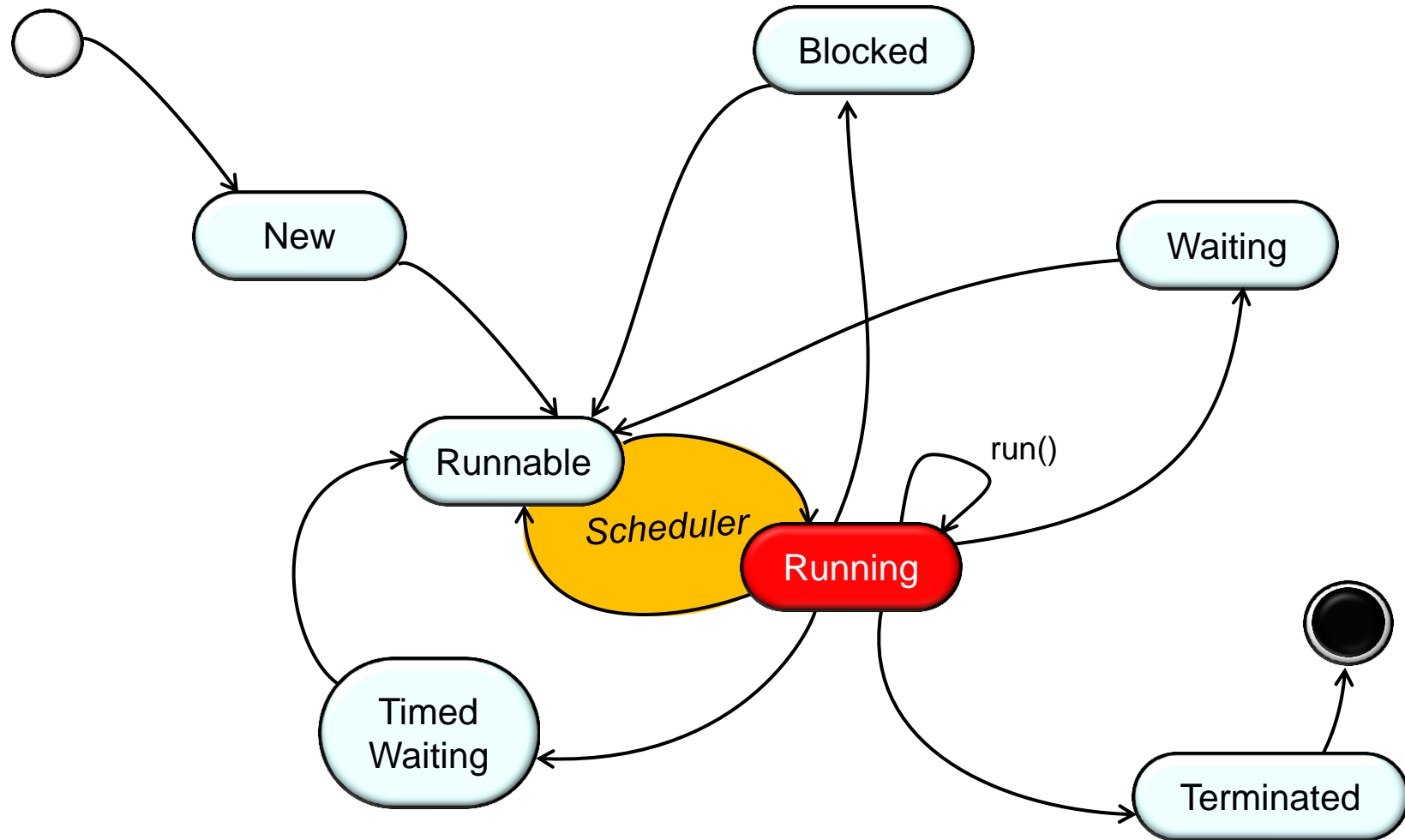


# State Machine for Java Threads in Android

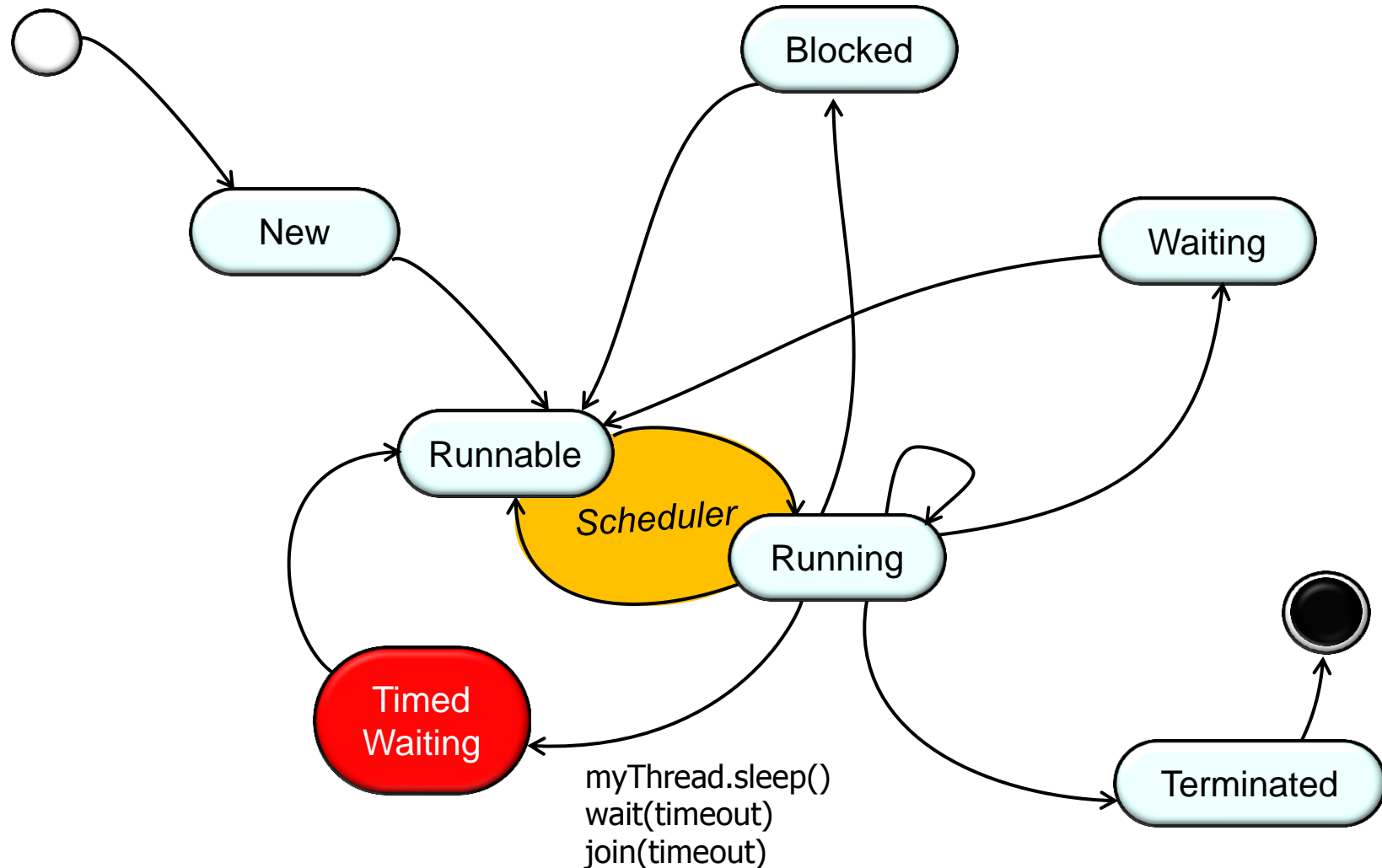




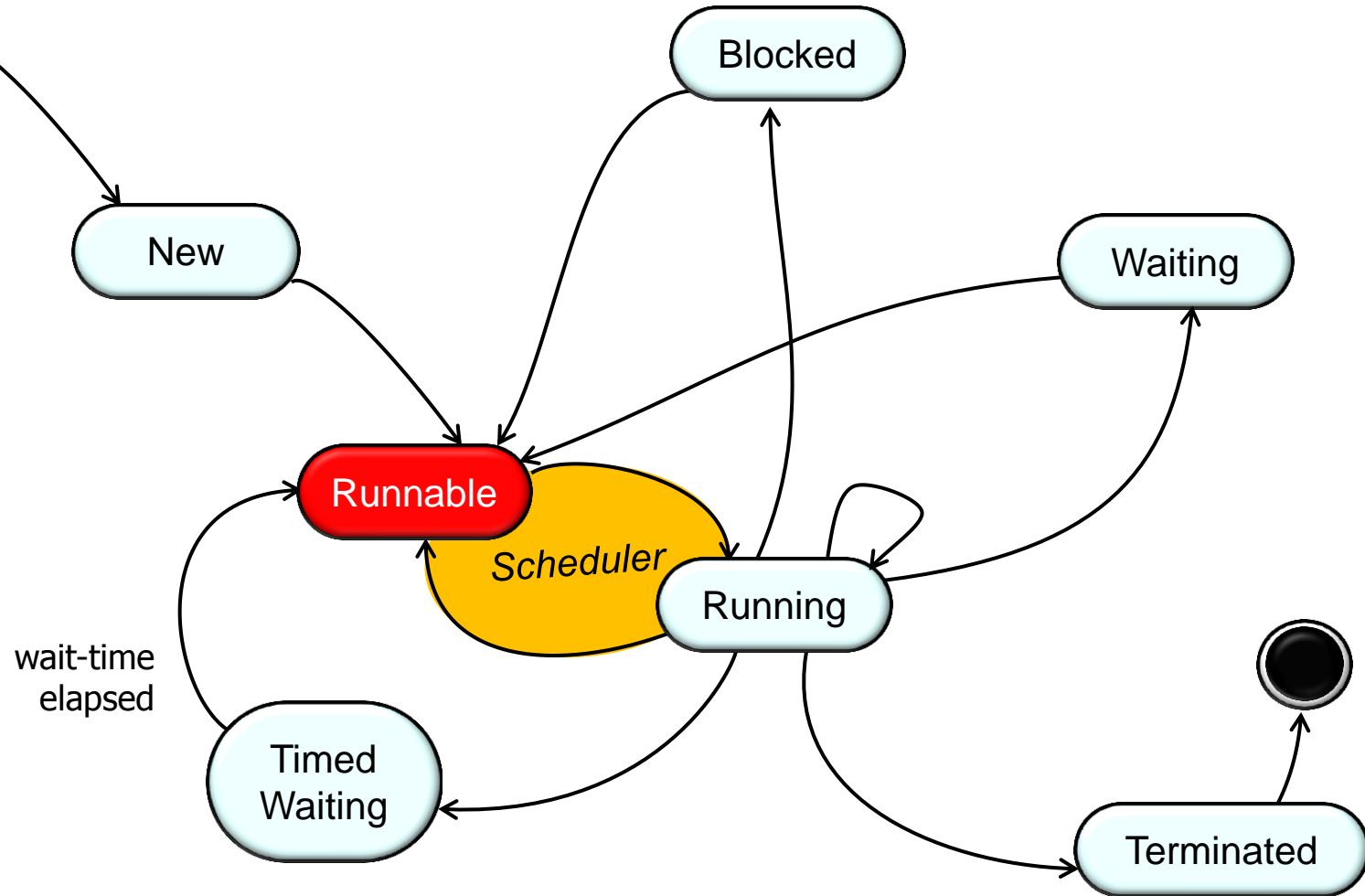
# State Machine for Java Threads in Android



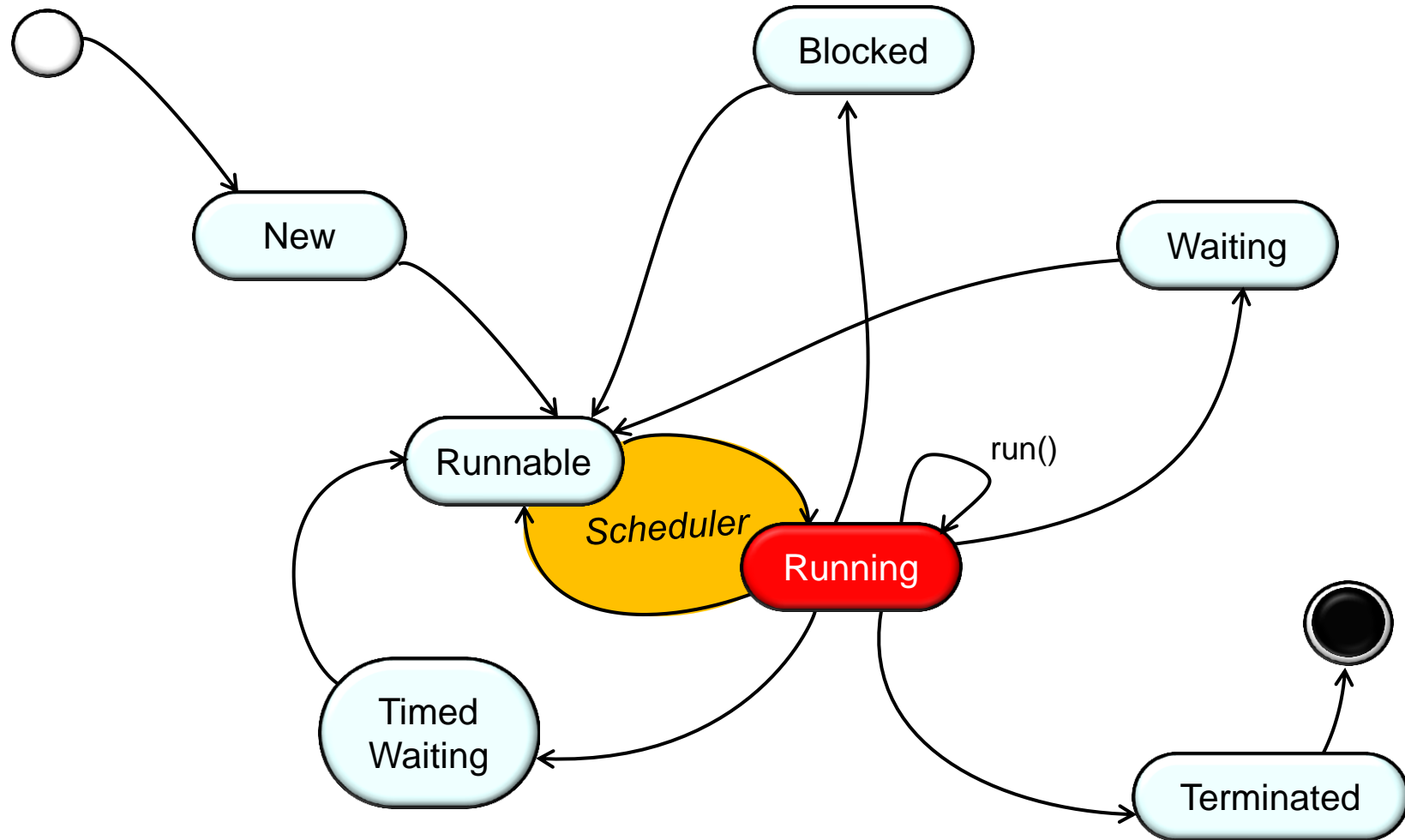
# State Machine for Java Threads in Android



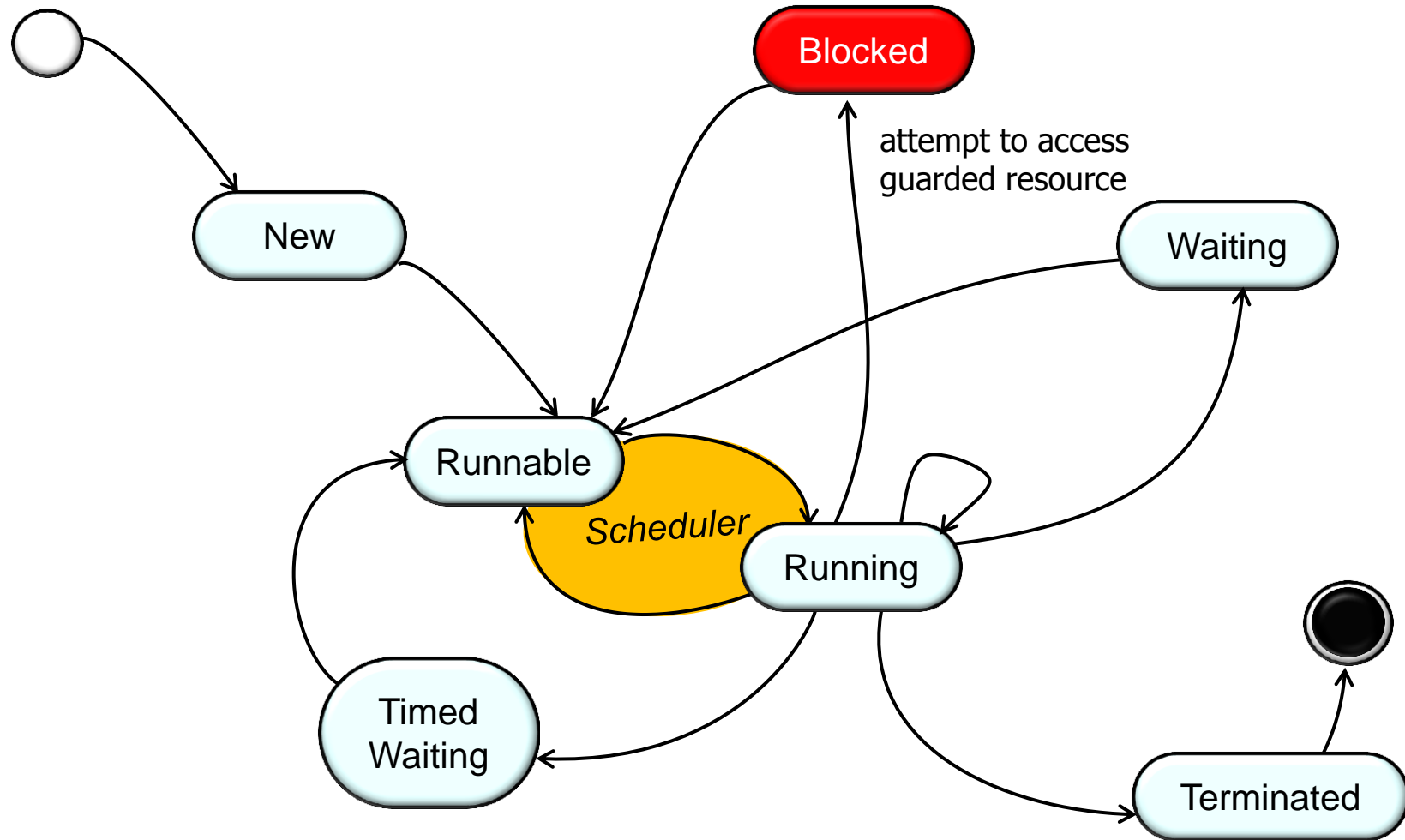
# State Machine for Java Threads in Android



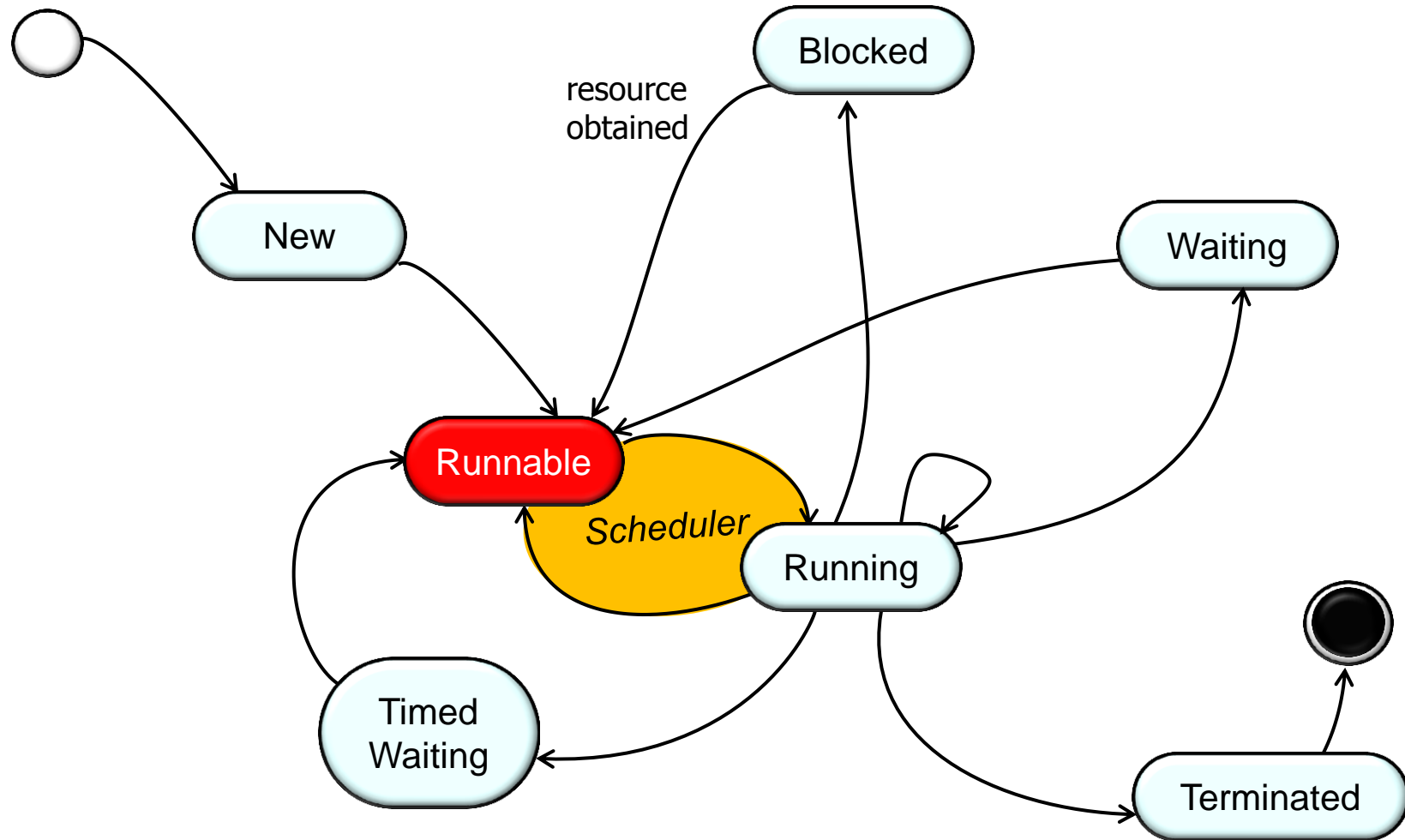
# State Machine for Java Threads in Android



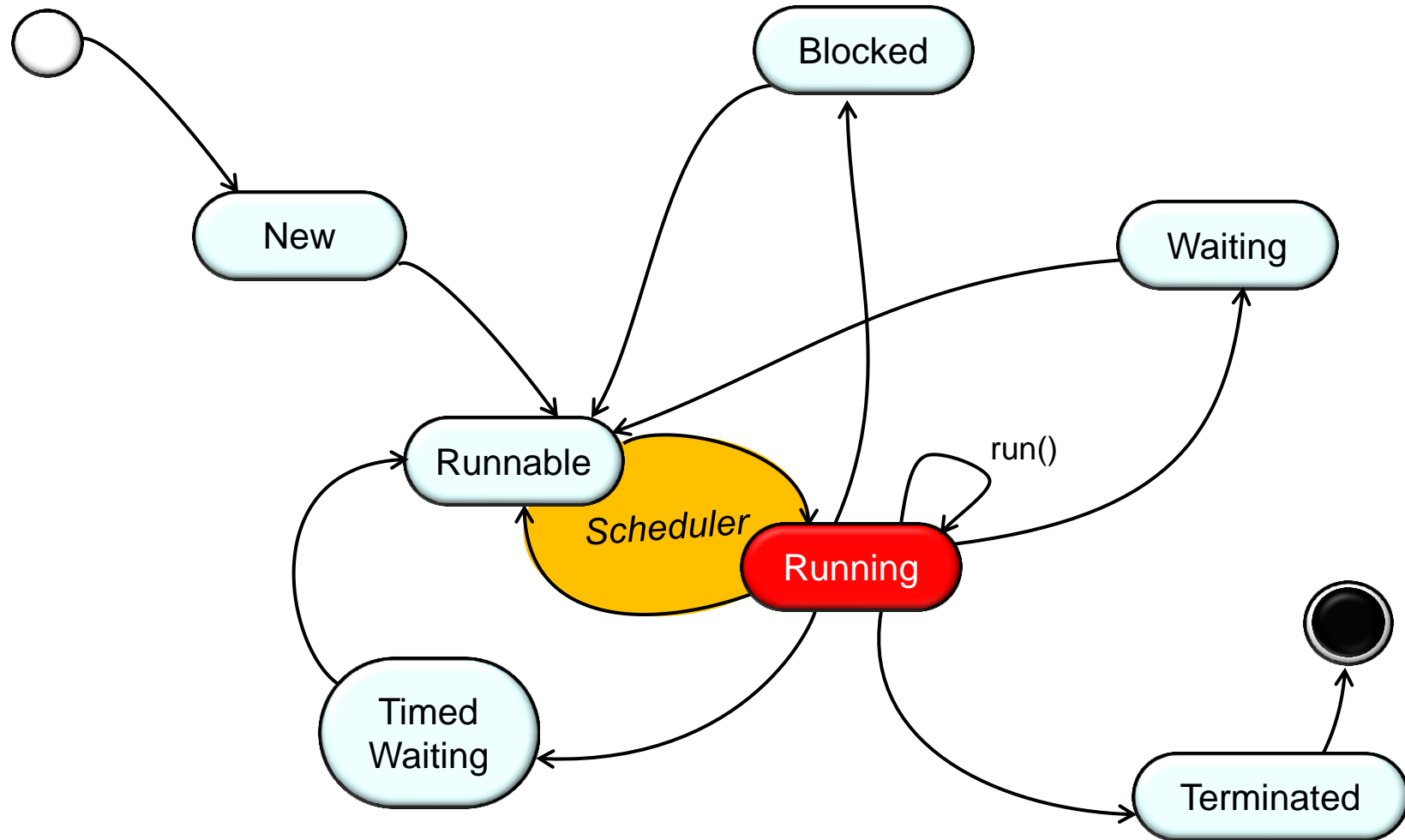
# State Machine for Java Threads in Android



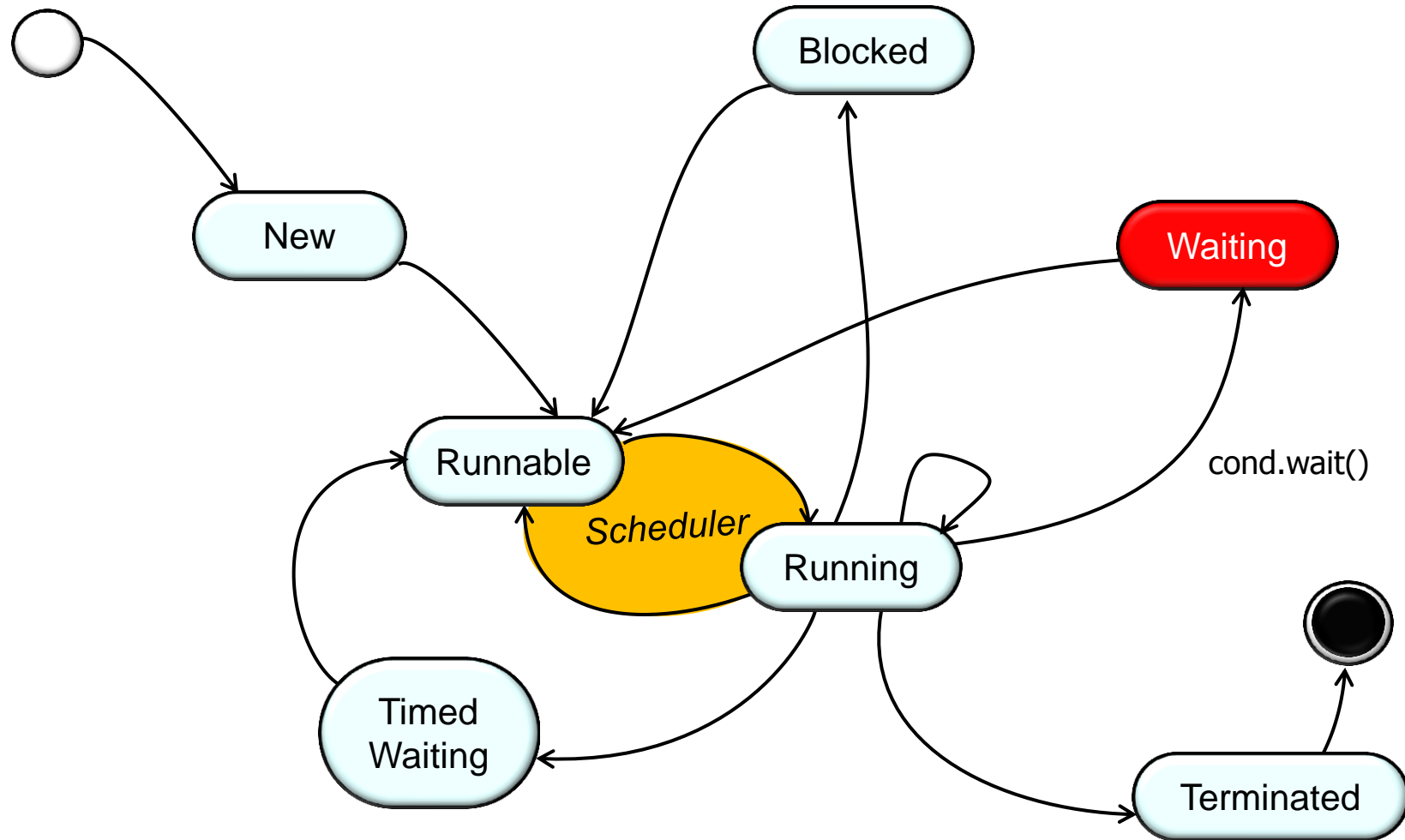
# State Machine for Java Threads in Android



# State Machine for Java Threads in Android

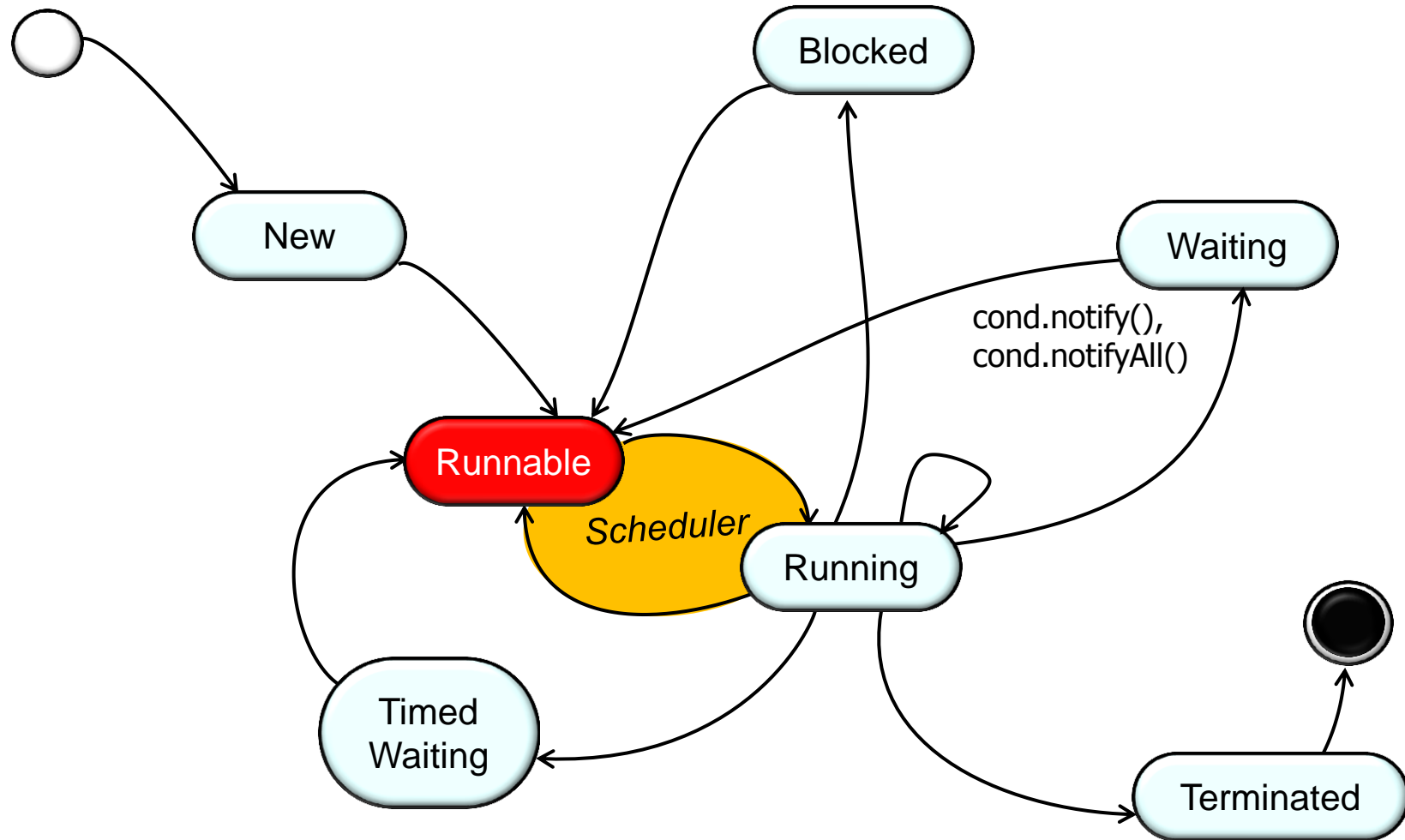


# State Machine for Java Threads in Android

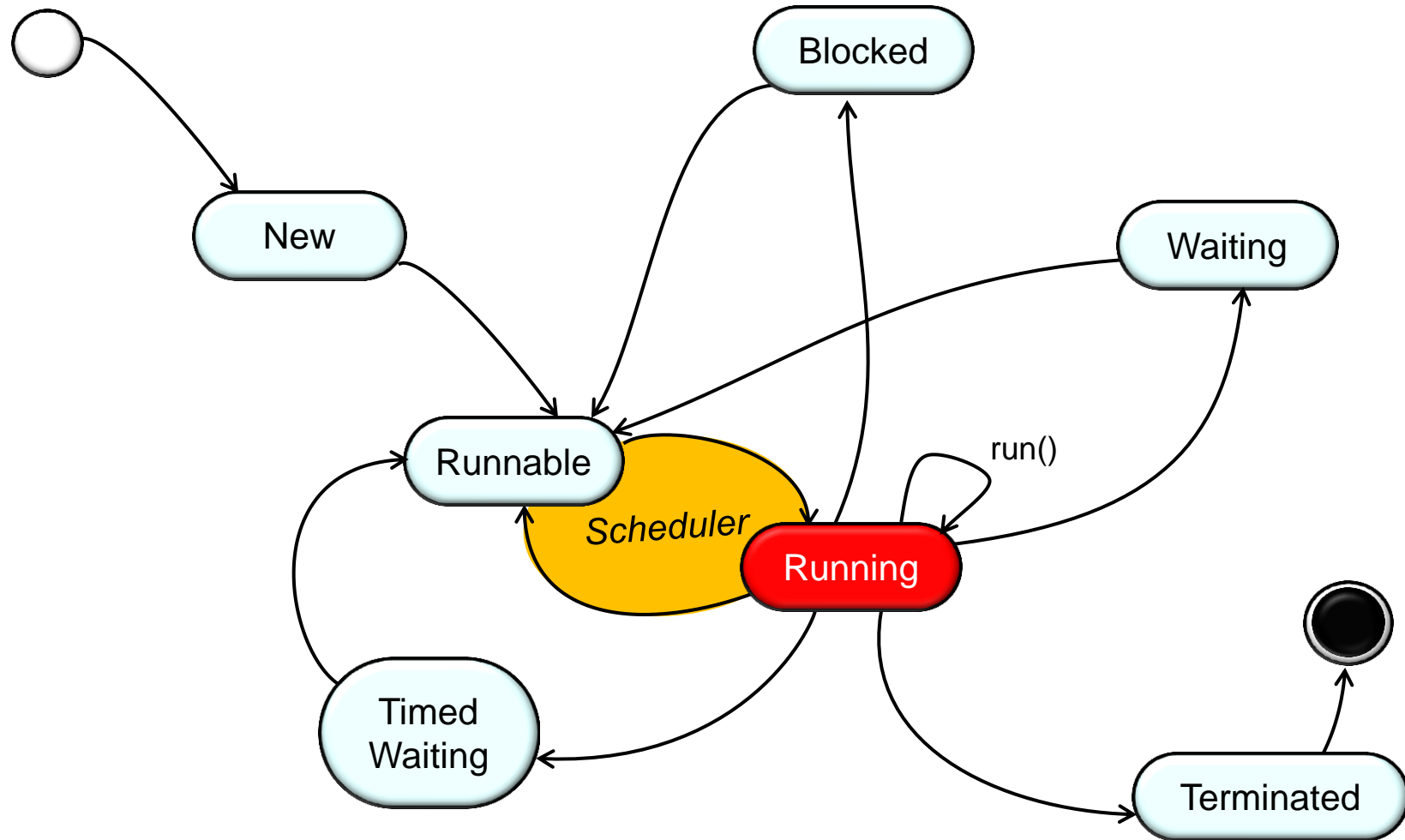




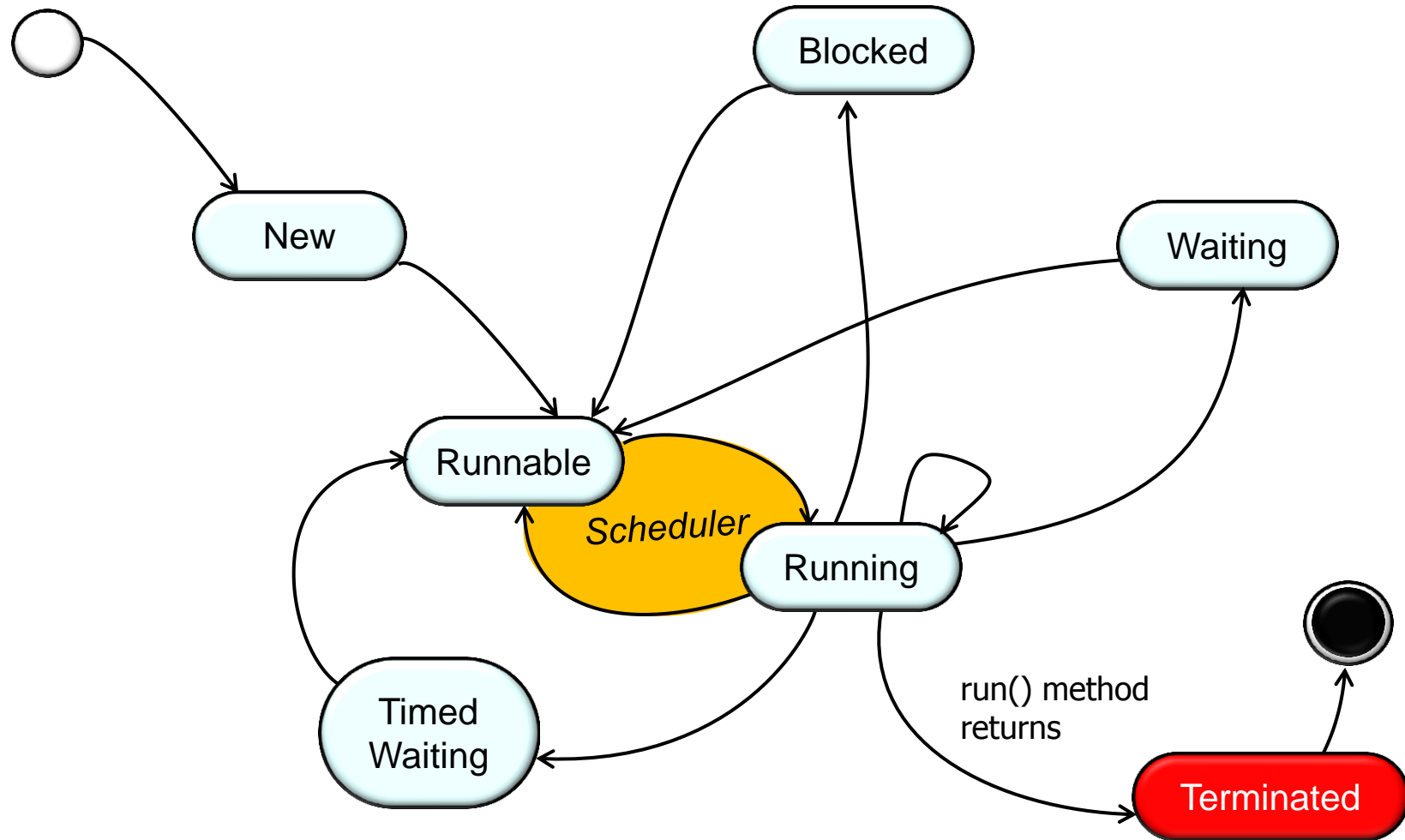
# State Machine for Java Threads in Android



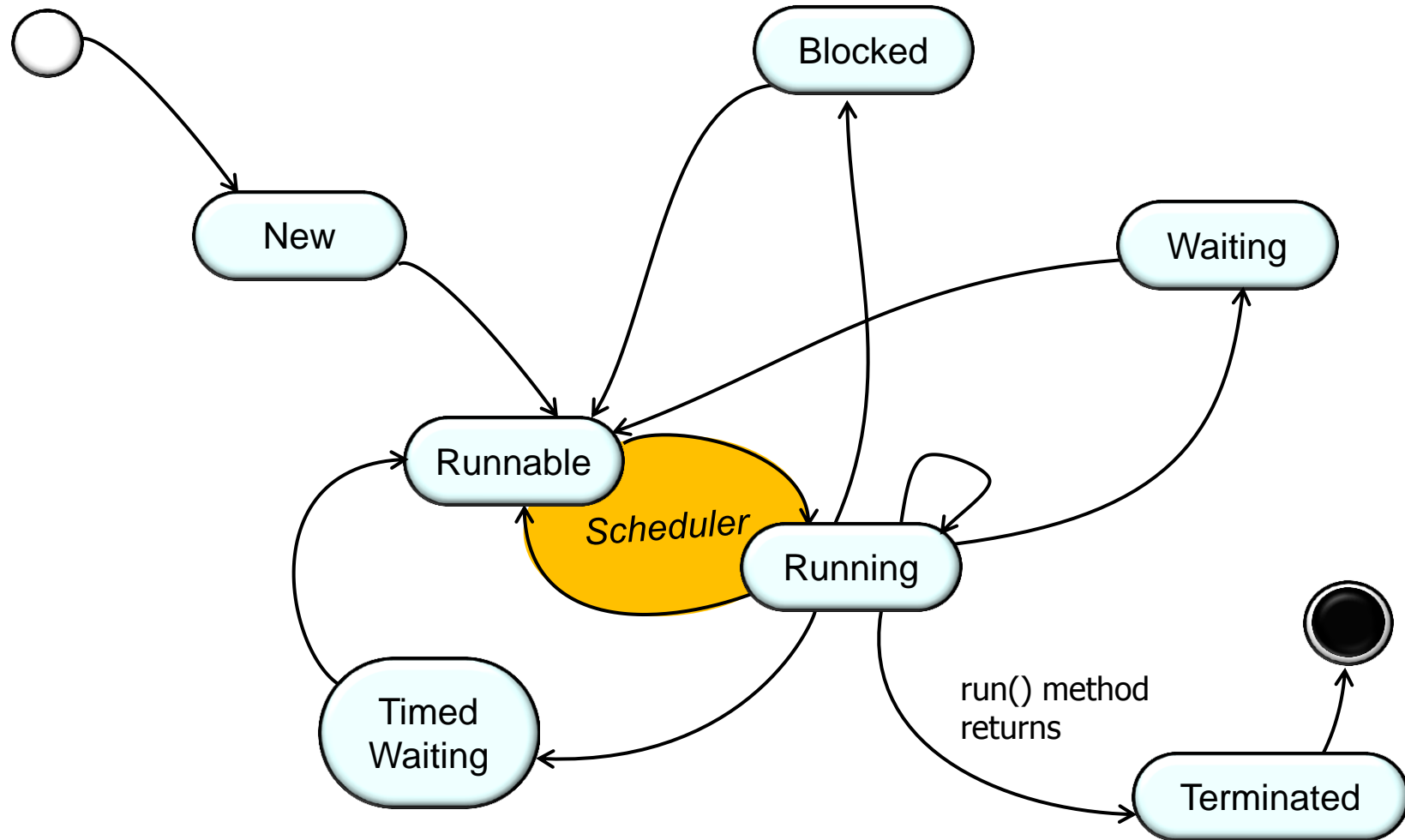
# State Machine for Java Threads in Android



# State Machine for Java Threads in Android

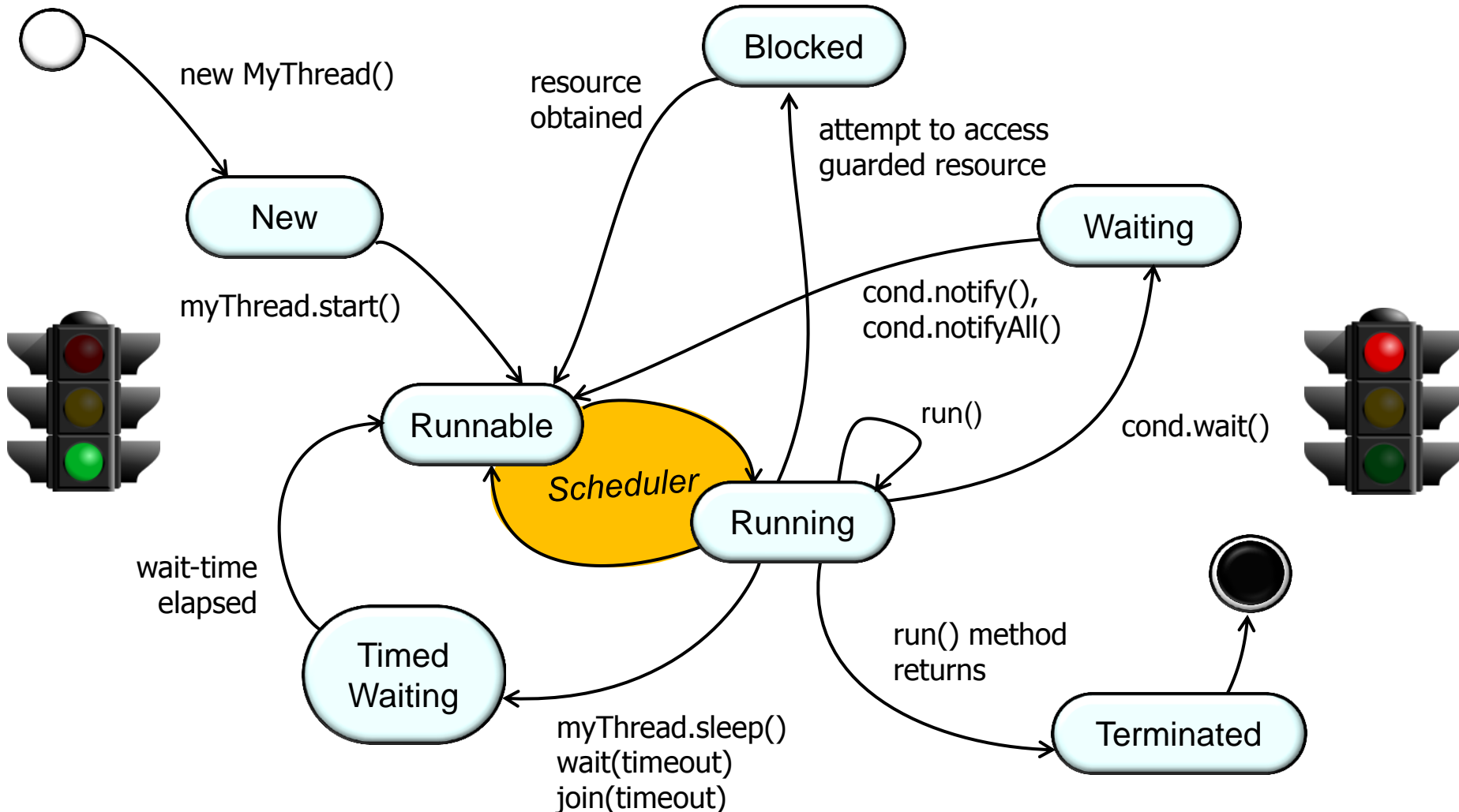


# State Machine for Java Threads in Android

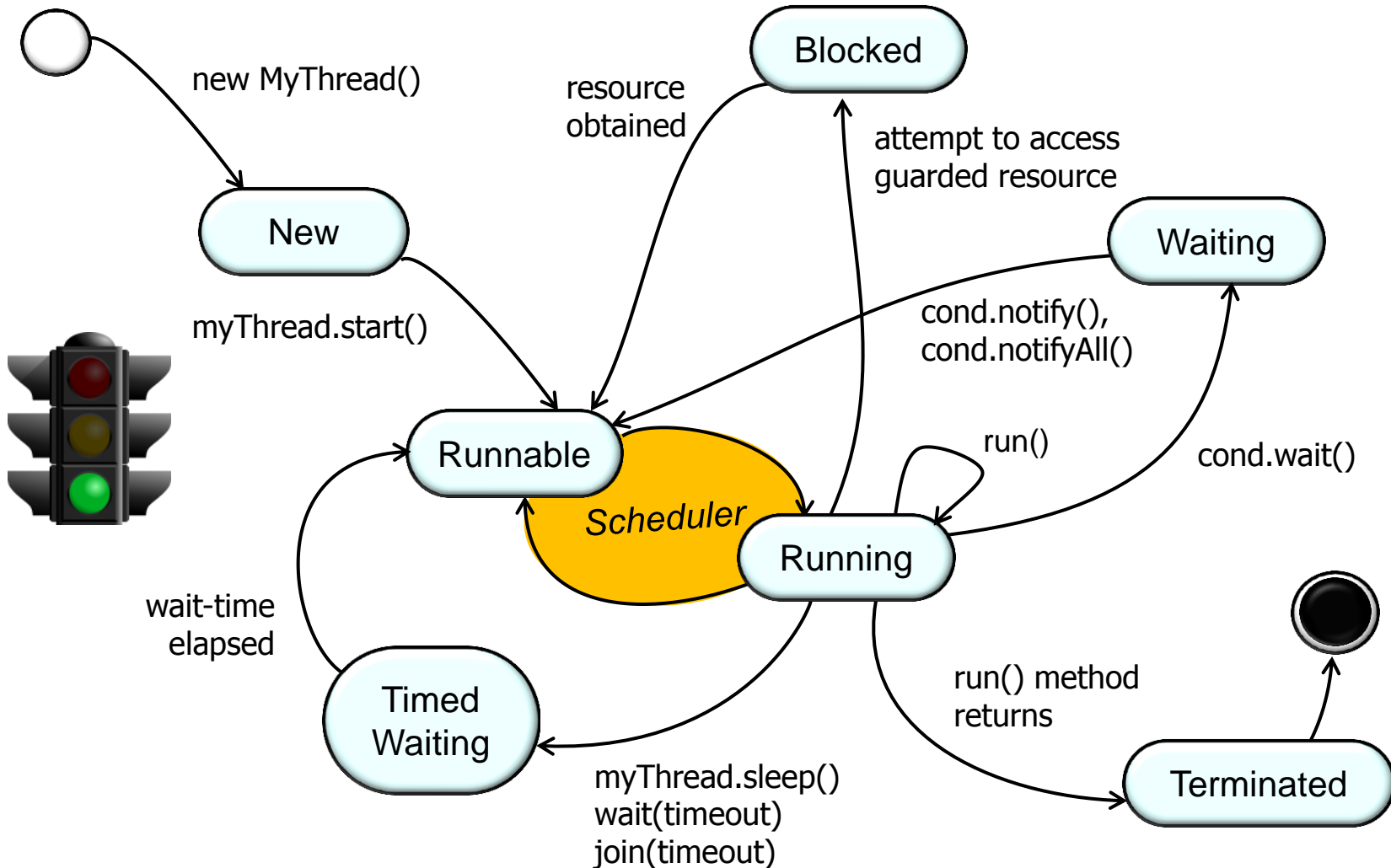


# Starting Java Threads on Android

# Starting & Stopping Java Threads on Android

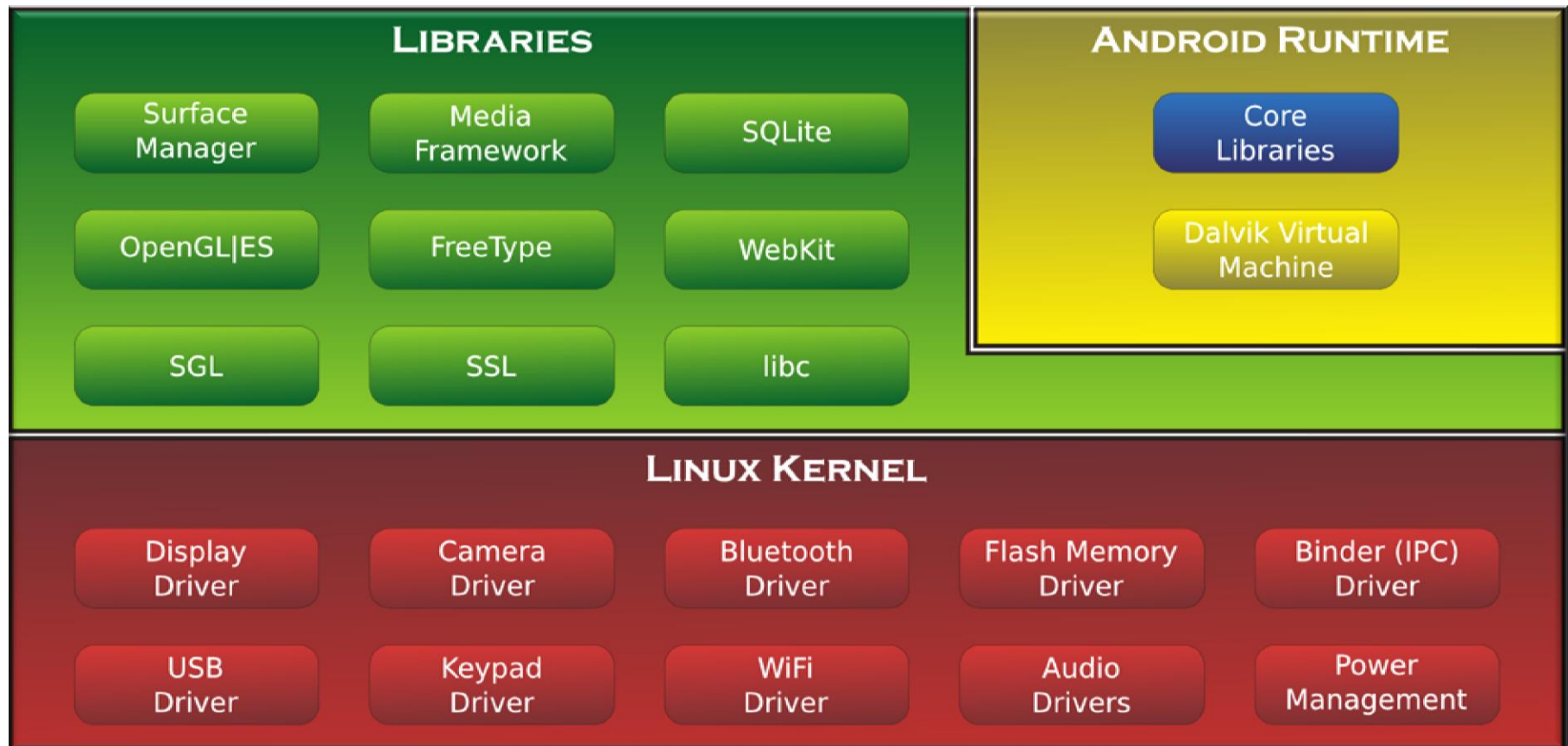


# Starting Java Threads on Android



## Starting Java Threads on Android

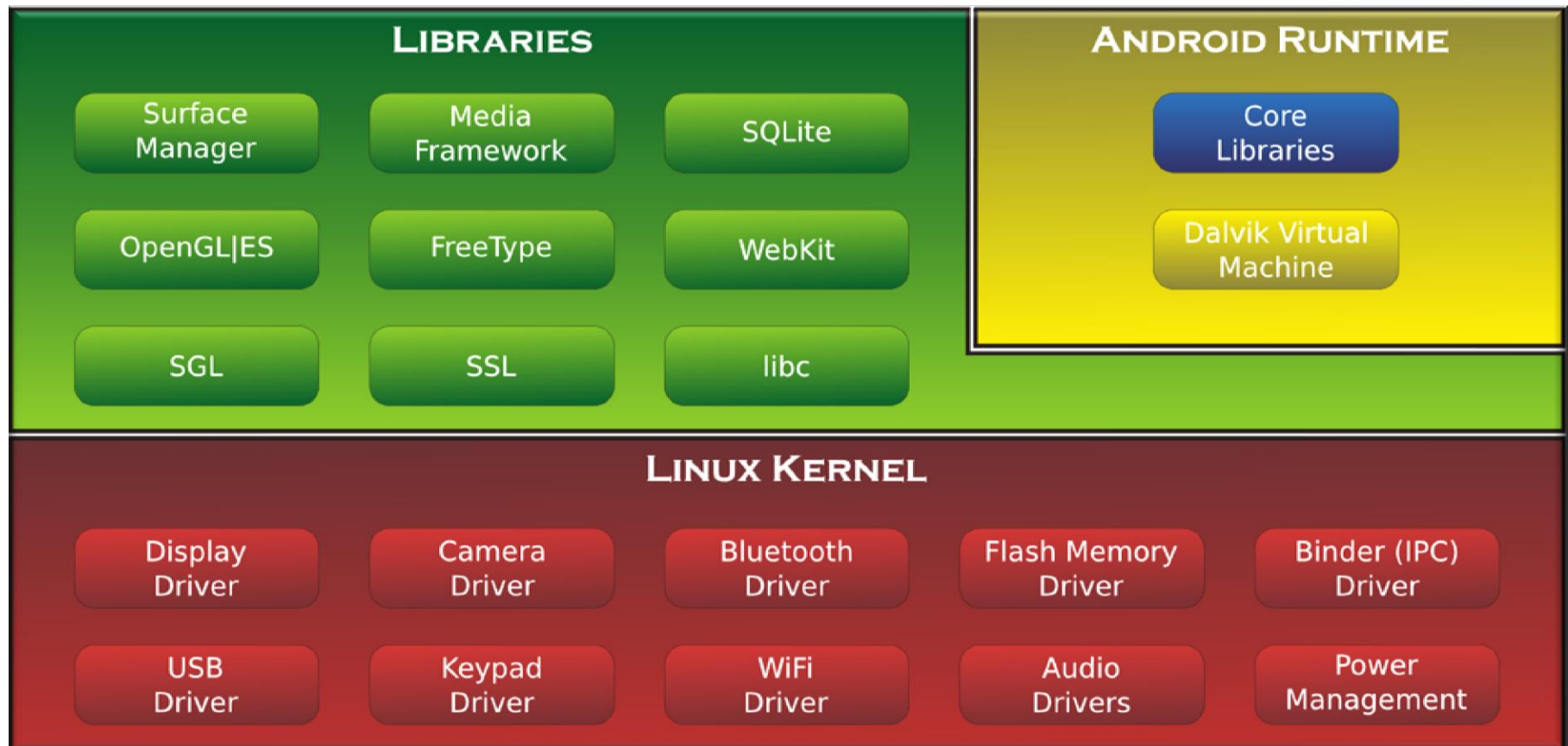
- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
- Many steps occur at the Java middleware, virtual machine, & OS layers





# Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
- Many steps occur at the Java middleware, virtual machine, & OS layers



Again, you don't need to understand all these details to program Java threads!

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

1. `MyThread.start()`

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

1. `MyThread.start()`

2. `Thread.start()` // Java method

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()  
2. Thread.start() // Java method  
3. VMThread.create() // Native method
```

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()
2. Thread.start() // Java method
3. VMThread.create() // Native method
4. Dalvik_java_lang_VMThread_create(const u4* args,
                                     JValue* pResult) // JNI method
```

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

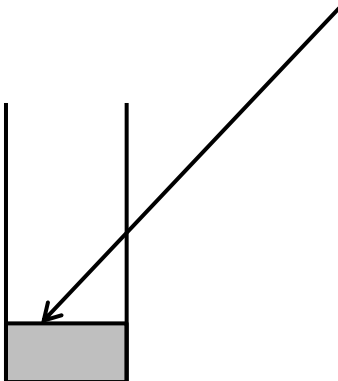
```
1. MyThread.start()
2. Thread.start() // Java method
3. VMThread.create() // Native method
4. Dalvik_java_lang_VMThread_create(const u4* args,
                                     JValue* pResult) // JNI method
5. dvmCreateInterpThread(Object* threadObj,
                          int reqStackSize) // Dalvik method
```

## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()
2. Thread.start() // Java method
3. VMThread.create() // Native method
4. Dalvik_java_lang_VMThread_create(const u4* args,
                                     JValue* pResult) // JNI method
5. dvmCreateInterpThread(Object* threadObj,
                          int reqStackSize) // Dalvik method
6. pthread_create(&threadHandle, &threadAttr,
                  interpThreadStart, newThread) // Pthreads method
```

Runtime  
thread  
stack



---

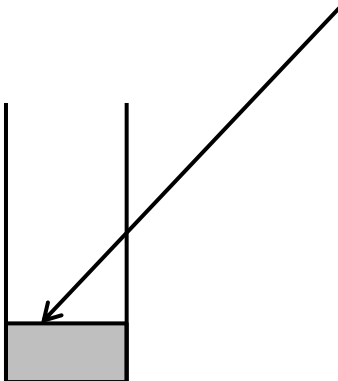
See [bionic/libc/bionic/pthread.c](https://bionic.llvm.org/libc/bionic/pthread.c)

# Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()  
2. Thread.start() // Java method  
3. VMThread.create() // Native method  
4. Dalvik_java_lang_VMThread_create(const u4* args,  
                                     JValue* pResult) // JNI method  
5. dvmCreateInterpThread(Object* threadObj,  
                          int reqStackSize) // Dalvik method  
6. pthread_create(&threadHandle, &threadAttr,  
                  interpThreadStart, newThread) // Pthreads method
```

Runtime  
thread  
stack



---

See [bionic/libc/bionic/pthread.c](https://bionic.llvm.org/libc/bionic/pthread.c)

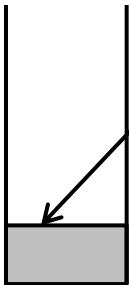


## Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
  - Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()  
2. Thread.start() // Java method  
3. VMThread.create() // Native method  
4. Dalvik_java_lang_VMThread_create(const u4* args,  
                                     JValue* pResult) // JNI method  
5. dvmCreateInterpThread(Object* threadObj,  
                          int reqStackSize) // Dalvik method  
6. pthread_create(&threadHandle, &threadAttr,  
                  interpThreadStart, newThread) // Pthreads method  
7. interpThreadStart(void* arg) // Adapter
```

Runtime  
thread  
stack



---

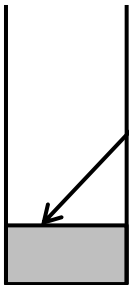
See [dalvik/vm/Thread.cpp](https://android.googlesource.com/platform/dalvik/+/android-4.4.2_r1-vm/Thread.cpp)

# Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
- Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()
2. Thread.start() // Java method
3. VMThread.create() // Native method
4. Dalvik_java_lang_VMThread_create(const u4* args,
                                     JValue* pResult) // JNI method
5. dvmCreateInterpThread(Object* threadObj,
                          int reqStackSize) // Dalvik method
6. pthread_create(&threadHandle, &threadAttr,
                  interpThreadStart, newThread) // Pthreads method
7. interpThreadStart(void* arg) // Adapter
8. dvmCallMethod(self, run,
                  self->threadObj,
                  &unused) // Dalvik method
```

Runtime  
thread  
stack



---

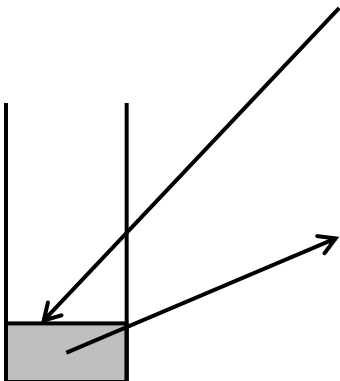
See [dalvik/vm/interp/Stack.cpp](https://dalvik/vm/interp/Stack.cpp)

# Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
- Many steps occur at the Java middleware, virtual machine, & OS layers

```
1. MyThread.start()  
2. Thread.start() // Java method  
3. VMThread.create() // Native method  
4. Dalvik_java_lang_VMThread_create(const u4* args,  
                                     JValue* pResult) // JNI method  
5. dvmCreateInterpThread(Object* threadObj,  
                          int reqStackSize) // Dalvik method  
6. pthread_create(&threadHandle, &threadAttr,  
                  interpThreadStart, newThread) // Pthreads method  
7. interpThreadStart(void* arg) // Adapter  
8. dvmCallMethod(self, run,  
                  self->threadObj,  
                  &unused) // Dalvik method  
9. MyThread.run() // User-defined hook
```

Runtime  
thread  
stack

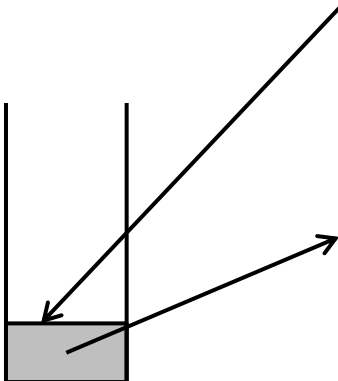


# Starting Java Threads on Android

- Calling `start()` on a Thread causes it to begin executing its `run()` hook method
- Many steps occur at the Java middleware, virtual machine, & OS layers

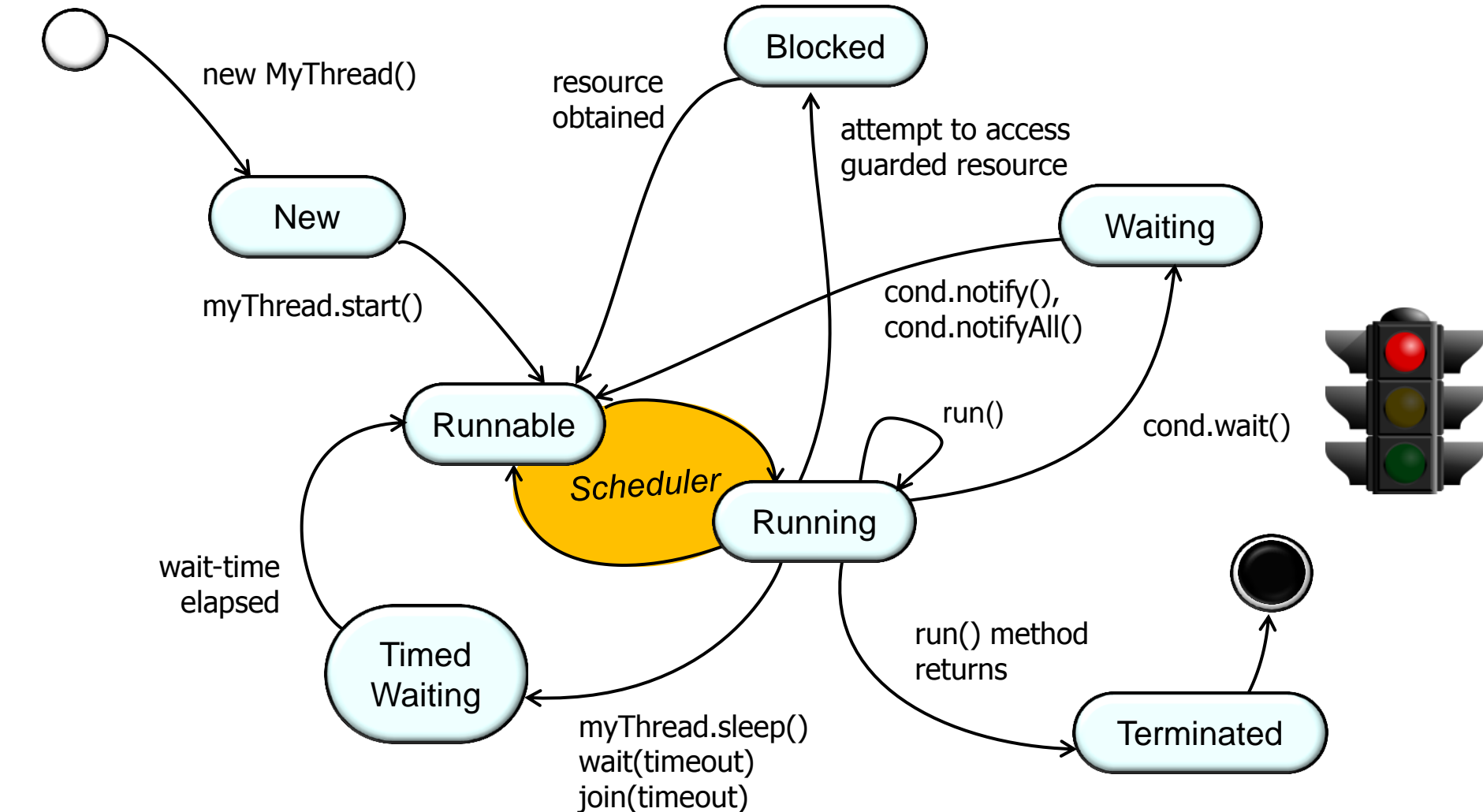
```
1. MyThread.start()
2. Thread.start() // Java method
3. VMThread.create() // Native method
4. Dalvik_java_lang_VMThread_create(const u4* args,
                                     JValue* pResult) // JNI method
5. dvmCreateInterpThread(Object* threadObj,
                         int reqStackSize) // Dalvik method
6. pthread_create(&threadHandle, &threadAttr,
                 interpThreadStart, newThread) // Pthreads method
7. interpThreadStart(void* arg) // Adapter
8. dvmCallMethod(self, run,
                 self->threadObj,
                 &unused) // Dalvik method
9. MyThread.run() // User-defined hook
```

Runtime  
thread  
stack



# Stopping Java Threads on Android (Part 1)

# Stopping Java Threads



## Stopping Java Threads

- Stopping Threads is surprisingly hard



## Stopping Java Threads

- Stopping Threads is surprisingly hard





## Stopping Java Threads

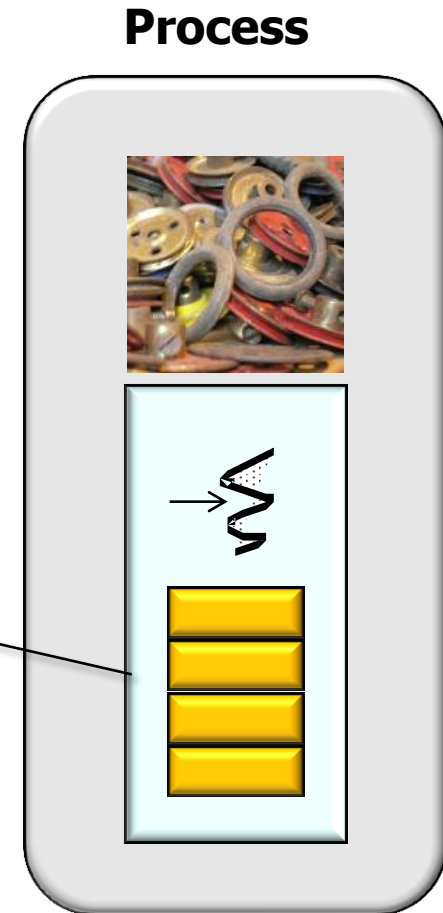
- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily



# Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- Long running operations in a Thread must be coded to stop voluntarily!

```
public void run(){  
    while (true) {  
        // Check to see  
        // if the thread  
        // should stop  
    }  
}
```



# Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag

```
public class MyRunnable
    implements Runnable
{

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable
  - Add a stopMe() method that sets "isStopped" to true

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable
  - Add a stopMe() method that sets "isStopped" to true

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```



## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable
  - Add a stopMe() method that sets "isStopped" to true
  - Check "isStopped" periodically to see if thread's been stopped

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable
  - Add a stopMe() method that sets "isStopped" to true
  - Check "isStopped" periodically to see if thread's been stopped

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        ...
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
  - Add a volatile boolean flag "isStopped" to a class that implements Runnable
  - Add a stopMe() method that sets "isStopped" to true
  - Check "isStopped" periodically to see if thread's been stopped

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        return;
    }
}
```

## Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
- This solution is lightweight, but isn't integrated into the JVM

```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        return;
    }
}
```



# Stopping Java Threads

- Stopping Threads is surprisingly hard
- There's no safe way to stop a Java thread involuntarily
- One way to stop a thread is to use a "stop" flag
- This solution is lightweight, but isn't integrated into the JVM



```
public class MyRunnable
    implements Runnable
{
    private volatile boolean
        isStopped = false;

    public void stopMe() {
        isStopped = true;
    }

    public void run() {
        while(isStopped != true) {
            // a long-running operation
        }
        return;
    }
}
```

Blocking operations won't be awakened, which impedes shutdown processing

# Stopping Java Threads on Android (Part 2)

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`



## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

### Interrupts

An *interrupt* is an indication to a thread that it should stop what it is doing and do something else. It's up to the programmer to decide exactly how a thread responds to an interrupt, but it is very common for the thread to terminate. This is the usage emphasized in this lesson.

A thread sends an interrupt by invoking `interrupt` on the `Thread` object for the thread to be interrupted. For the interrupt mechanism to work correctly, the interrupted thread must support its own interruption.



## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        });  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Posts an interrupt request to a Thread

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped

```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```



## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped



```
static int main(String args[]) {  
    Thread t1 =  
        new Thread(new Runnable() {  
            public void run() {  
                for (int i = 0;  
                    i < args.length; i++) {  
                    processBlocking(args[i]);  
                    processNonBlocking(args[i]);  
                }  
            }  
        }) ;  
  
    t1.start();  
    ... // Run concurrently  
    t1.interrupt();  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
    - e.g., `wait()`, `join()`, `sleep()` & blocking I/O calls

```
void processBlocking(String input) {  
    ...  
    while (true) {  
        try {  
            Thread.currentThread().  
                sleep(interval);  
            synchronized(this) {  
                while (someConditionFalse)  
                    wait();  
            }  
        }  
        catch (InterruptedException e)  
        { ... }  
        ...  
    }  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
    - e.g., `wait()`, `join()`, `sleep()` & blocking I/O calls

```
void processBlocking(String input) {  
    ...  
    while (true) {  
        try {  
            Thread.currentThread().  
                sleep(interval);  
            synchronized(this) {  
                while (someConditionFalse)  
                    wait();  
            }  
        }  
    }  
    catch (InterruptedException e)  
    { ... }  
    ...  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
    - e.g., `wait()`, `join()`, `sleep()` & blocking I/O calls

```
void processBlocking(String input) {  
    ...  
    while (true) {  
        try {  
            Thread.currentThread().  
                sleep(interval);  
            synchronized(this) {  
                while (someConditionFalse)  
                    wait();  
            }  
        }  
        catch (InterruptedException e)  
        { ... }  
        ...  
    }  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
  - Non-blocking operations must check periodically to see if `Thread.interrupted()` has been called

```
void processNonBlocking(String input) {  
    ...  
    while (true) {  
        ... // Do long-running computation  
        if (Thread.interrupted())  
            throw new InterruptedException();  
        ...  
    }  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
  - Non-blocking operations must check periodically to see if `Thread.interrupted()` has been called

```
void processNonBlocking(String input) {  
    ...  
    while (true) {  
        ... // Do long-running computation  
        if (Thread.interrupted())  
            throw new InterruptedException();  
        ...  
    }  
}
```

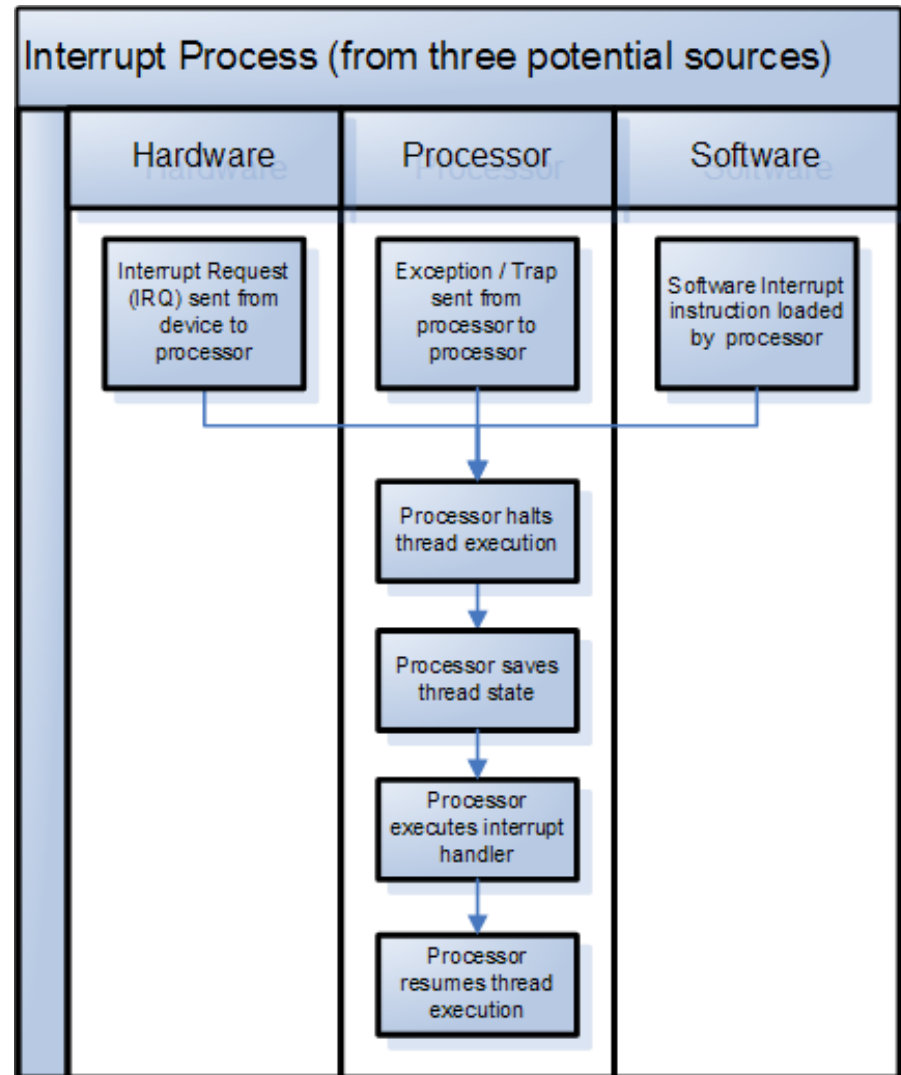
## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
  - Posts an interrupt request to a Thread
  - Check periodically to see if Thread's been stopped
  - Certain blocking operations will return automatically
  - Non-blocking operations must check periodically to see if `Thread.interrupted()` has been called

```
void processNonBlocking(String input) {  
    ...  
    while (true) {  
        ... // Do long-running computation  
        if (Thread.interrupted())  
            throw new InterruptedException();  
        ...  
    }  
}
```

## Stopping Java Threads

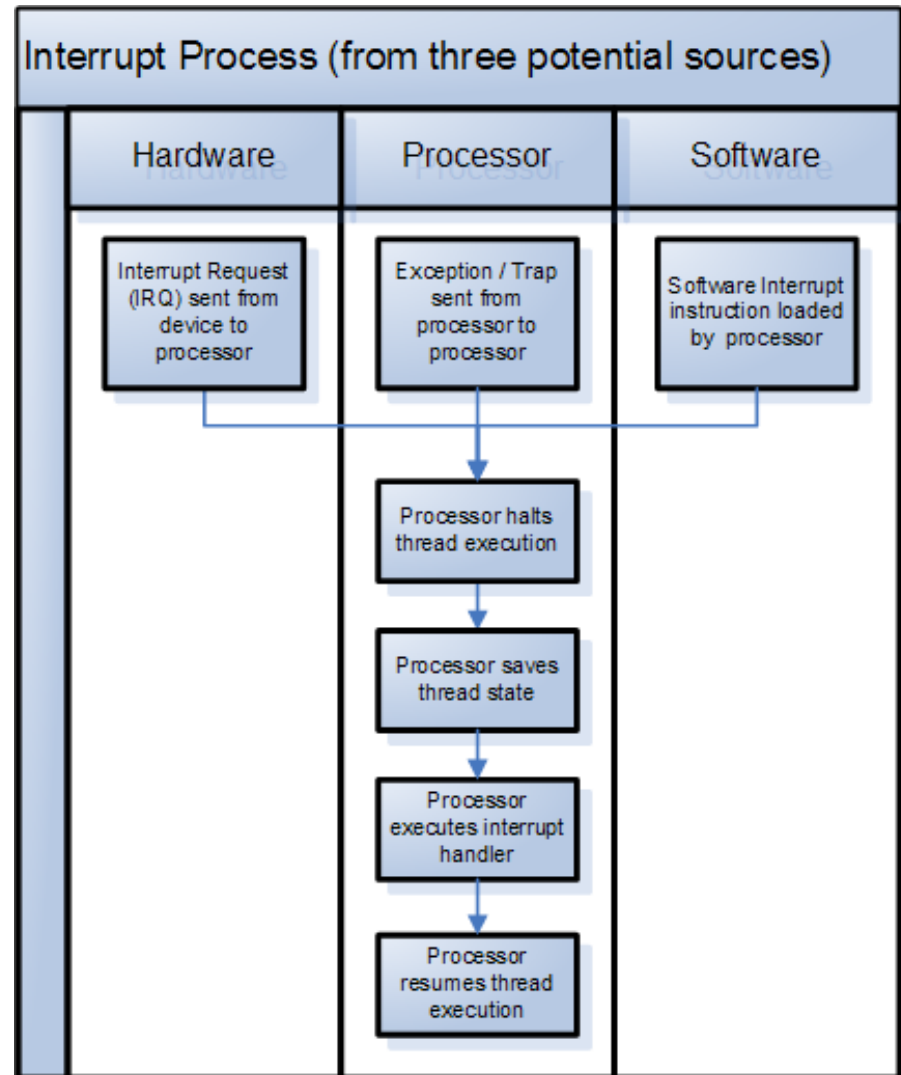
- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts





## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts
  - They aren't delivered asynchronously or preemptively



## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts
  - They aren't delivered asynchronously or preemptively
  - They must be tested for explicitly

```
void processNonBlocking(String input) {  
    ...  
    while (true) {  
        ... // Do long-running computation  
        if (Thread.interrupted())  
            throw new InterruptedException();  
        ...  
    }  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts
  - They aren't delivered asynchronously or preemptively
  - They must be tested for explicitly

```
void processNonBlocking(String input) {  
    ...  
    while (true) {  
        ... // Do long-running computation  
        if (Thread.interrupted())  
            throw new InterruptedException();  
        ...  
    }  
}
```

## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts
- Both solutions require Threads to cooperate when stopping them



## Stopping Java Threads

- Another way to stop a Thread is to use `interrupt()`
- Thread interrupts don't behave like traditional hardware or operating system interrupts
- Both solutions require Threads to cooperate when stopping them
  - This approach can be tedious, but it's the recommended way of stopping Java & Android Threads



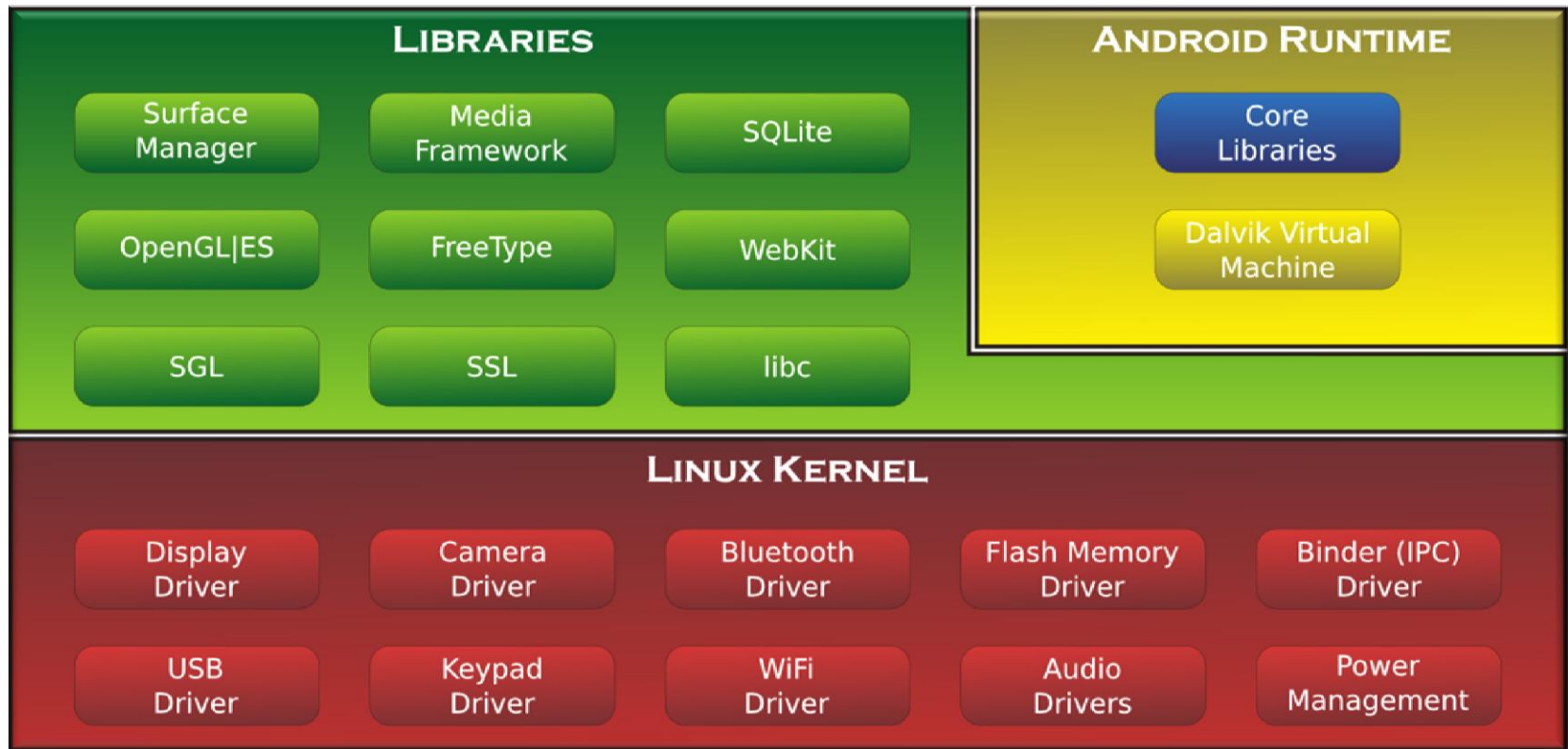
# Summary





# Summary

- Java Threads are implemented using various mechanisms defined by lower layers of the Android software stack



# Summary

- Java Threads are implemented using various methods & functions defined by lower layers of the Android software stack
- There are good books on Java concurrency mechanisms that also cover key patterns & best practices of programming multi-threaded software in Java

