

Documentation

The Java™ Tutorials

Trail: Essential Java Classes

The Java Tutorials have been written for JDK 8. Examples and practices described in this page don't take advantage of improvements introduced in later releases and might use technology no longer available.

See [Java Language Changes](#) for a summary of updated language features in Java SE 9 and subsequent releases.

See [JDK Release Notes](#) for information about new features, enhancements, and removed or deprecated options for all JDK releases.

Lesson: Concurrency

Computer users take it for granted that their systems can do more than one thing at a time. They assume that they can continue to work in a word processor, while other applications download files, manage the print queue, and stream audio. Even a single application is often expected to do more than one thing at a time. For example, that streaming audio application must simultaneously read the digital audio off the network, decompress it, manage playback, and update its display. Even the word processor should always be ready to respond to keyboard and mouse events, no matter how busy it is reformatting text or updating the display. Software that can do such things is known as *concurrent* software.

The Java platform is designed from the ground up to support concurrent programming, with basic concurrency support in the Java programming language and the Java class libraries. Since version 5.0, the Java platform has also included high-level concurrency APIs. This lesson introduces the platform's basic concurrency support and summarizes some of the high-level APIs in the `java.util.concurrent` packages.

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