1. Thread.activeCount(); Total threads running currently.
2. Runtime.getRuntime().availableProcessors(): Total no of threads we can run at the same time in parallel. One core can run 2 threads.
3. Thread.currentThread.getName():
4. Thread.start();
5. Thread Scheduler
6. Thread.sleep(milli: 10): Pausing the current thread for 10 milliseconds.
7. myThread.join(): The thread in which context this join() is called joins the myThread to be finished.
8. myThread.interrupt(): This is a request to myThread to dismiss its execution. It’s up to the myThread what to do with the interrupt request.   
   Inside myThread  
   **Thread.currentThread.isInterrupted()**==true return; (mythread is constantly checking if someone interrupted me, I’m ready to dismiss myself.
9. Lec 7
   1. Race Condition
   2. Visibility Problem
10. Increment ++ 🡺 Non-atomic operation
11. Thread Safe Code 🡺 Confinement, Immutability, Synchronization, Atomic Object, Partitioning
12. AtomicInteger🡺 “Compare & Swap”
13. LongAdder.