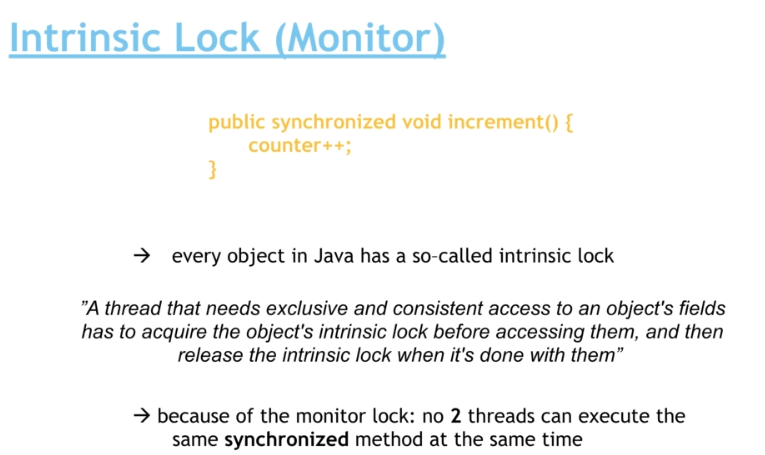
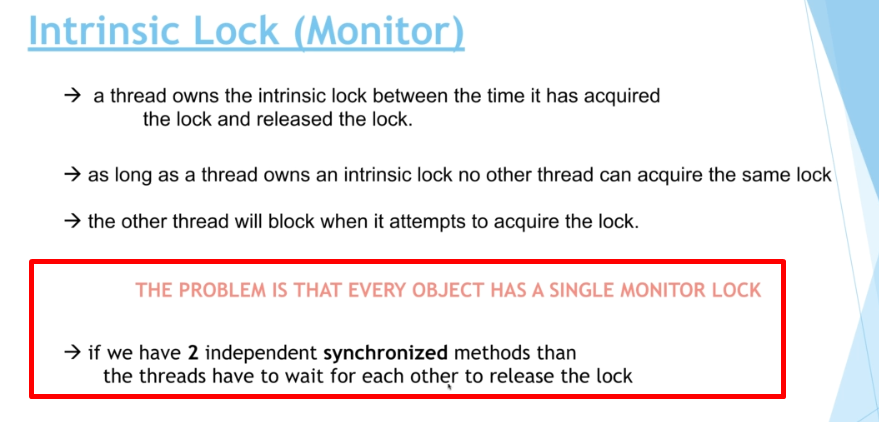
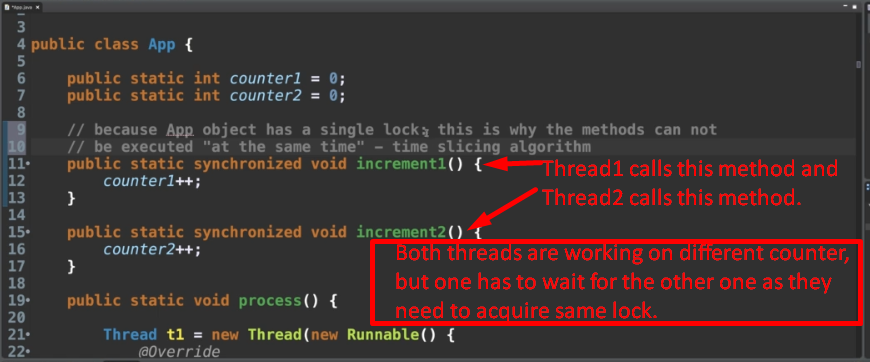
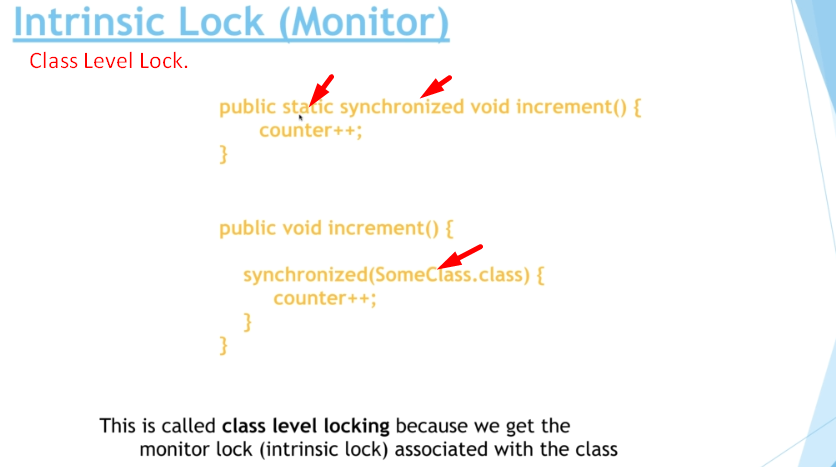
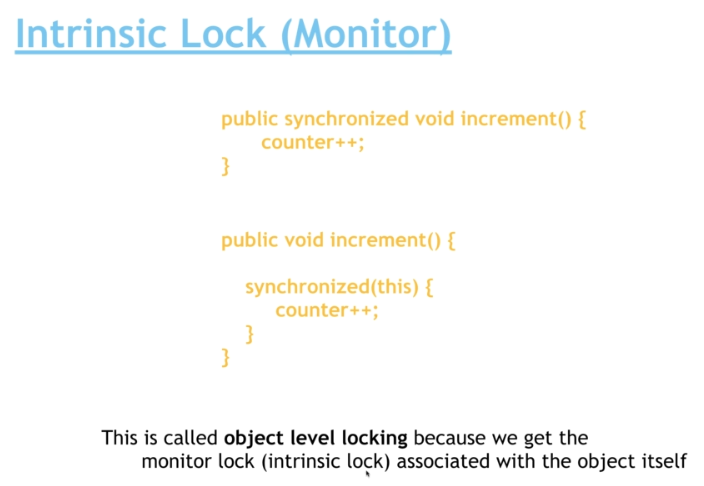
1. **Let’s** see what is happening under the hood when using synchronization.
2. 
3. 
4. 
5. Two kinds of locks
   1. Class Level Lock.
   2. Object Level Lock.
6. 
7. 
8. 