CONCURRENCY ISSUES AND SYNCHRONIZATION - II

SYNCHRONIZED METHODS

```
REMEMBER HOWEVER THAT
ANY METHOD IN JAVA public class SynchronizedCounter ( THE "ONLY-1-THREAD-AT-A-TIME"
                         private int c = 0;
                                                  ONLY APPLIES TO THE SAME
CAN BE MARKED AS
                                                  METHOD OF THE SAME OBJECT
SYNCHRONIZED
                         public synchronized void increment() {
DOING SO MEANS THAT
                                          void decrement() {
ONLY ONE THREAD CAN
BE EXECUTING THIS
                                                     SO, IF FOR INSTANCE THE METHOD
                                                     DOES SOMETHING TO A STATIC
MEMBER FUNCTION
                                                     CLASS VARIABLE (NOT AN OBJECT
                         public (
ON THIS OBJECT AT A
                                          nt value() {
                                                     VARIABLE). ERRORS CAN STILL RESULT
GIVEN POINT IN TIME
```

USED RIGHT, MARKING A METHOD
AS SYNCHRONIZED CAN HELP
ELIMINATE THREAD INTERFERENCE AND
MEMORY CONSISTENCY ERRORS

SYNCHRONIZED BLOCKS OF CODE

SINCE EVERY OBJECT IN JAVA HAS AN INTRINSIC LOCK ASSOCIATED WITH IT, IT IS ACTUALLY POSSIBLE TO LOCK ANY SECTION OF CODE BY MARKING IT AS SYNCHRONIZED

IN GENERAL, ANY OBJECT CAN BE USED AS A LOCK USING THE SYNCHRONIZED STATEMENT

```
public void addName(String name) {
    synchronized(this) {
        lastName = name;
        nameCount++;
    }
    nameList.add(name); BTW, A'
}
```

IN FACT MARKING A METHOD AS SYNCHRONIZED IS MERELY A SHORTCUT TO MARKING THE ENTIRE BODY OF THE METHOD AS SYNCHRONIZED ON 'THIS', I.E. ON THE OBJECT IN QUESTION

BTW, A THREAD NEVER GETS
BLOCKED ON ITSELF, WHICH MEANS
THAT ONE SYNCHRONIZED METHOD
OF AN OBJECT CAN ALWAYS CALL
ANOTHER SYNCHRONIZED METHOD
OF THE SAME OBJECT WITHOUT
BLOCKING

THREAD CONTENTION

SYNCHRONIZATION AND LOCKS ARE POWERFUL
AND ANY POWER CAN BE MISUSED

DEADLOCK

TWO THREADS, EACH IS BLOCKED ON A LOCK HELD BY THE OTHER

LIVELOCK

TWO THREADS DON'T DEADLOCK, BUT KEEP BLOCKING ON LOCKS HELD BY EACH OTHER. NEITHER REALLY CAN PROGRESS

STARVATION

SOME THREADS KEEP ACQUIRING LOCKS GREEDILY, AND CAUSE OTHER THREADS TO BE UNABLE TO GET ANYTHING DONE

CODE IS TRULY LIKE LIFE