THREADS IN JAVA

- a thread is a linear series of processes that our computer handles one after another
- if we're utilizing a single thread, nothing is happening simultaneously with anything else

IMPORTANT THINGS TO KNOW ABOUT THREADS:

- number of possible threads dependent upon hardware

- in Java, it's impossible to predict the exact order for how threads are going to execute
    - EVEN IF you set thread priority
    - the JVM + your computer's scheduler handle this, and we don't have control over them

- creating + executing threads involves "overhead"
    - it takes resources/time to create/operate one, so it's not always speed-beneficial to use threads

The Thread Class — a Java class with a method called .run() we can override in an inherited class to run some code in its own thread

The Runnable Interface — a functional interface; we can implement the single abstract method (.run()) and feed it to a Thread to execute its code in a separate Thread

- you create a new Thread using one of these methods, then use .start() to begin execution