1. Describe how multithreading works.

Multithreading is a type of execution model that allows multiple threads to exist within the context of a process such that they execute independently but share their process resources.

2. What is the difference between subclassing Thread and implementing Runnable?

Runnable interface represent a Task which can be executed by either plain Thread or Executors or any other means.

3. What was one of the most difficult challenges your team faced working on the multithreading assignment?

**Parallel computing** – the jargon, which is implicitly coupled with high speed and high performance computation, is one of the most discussed topics in today’s computer world. In very simple terms, parallel computing is to break the main task into smaller units and simultaneously execute them to achieve the results.

4. After completing the assignments this week, what questions do you still have?

I have a question of how GUI is used and implemented.

5. A common Android-related interview question is "If you need to update the GUI from a background thread, how can you accomplish this?". How would you answer that question?

If you make the status field thread safe, then you can call setStatus directly from your background thread.

6. How would you explain to a new developer what a software design pattern is?

A software design pattern is a general, [reusable](https://en.wikipedia.org/wiki/Reusability) solution to a commonly occurring problem within a given context in [software design](https://en.wikipedia.org/wiki/Software_design).

7. Give an example of when you would use the Strategy pattern other than the examples given in the reading.

Transport and Car/Bus/Train

8. Of all of the resources and tutorials in this week's assignments, which was the \_most\_ helpful to you and why?

The most helpful was the Team Activity because I was able to learn from others.

9. Of all of the resources and tutorials in this week's assignments, which was the \_least\_ helpful to you and why?

The least helpful was the Prove cause I don’t know how to implement GUIs in Java.

10. How many hours did you spend on this class this week?

|  |  |
| --- | --- |
| 06 Prepare - 1 | 06 Teach - 1 |
| 06 Prove - 3 | 06 Ponder - 1 |
| Total Hours - 6 | |