

# Bai Tap ve Thread trong Java - Code va Giai Phap

## Bai 1: Race Condition

Yeu cau:

Viet mot chuong trinh Java trong do hai luong cung tang gia tri cua mot bien counter len 1000 lan.

Kiem tra xem ket qua cuoi cung co phai 2000 khong? Neu khong, hay sua loi.

Code loi (Race Condition):

```
```java
```

```
class Counter {
```

```
    int count = 0;
```

```
    public void increment() {
```

```
        count++;
```

```
    }
```

```
}
```

```
public class RaceConditionExample {
```

```
    public static void main(String[] args) throws InterruptedException {
```

```
        Counter counter = new Counter();
```

```
        Thread t1 = new Thread(() -> {
```

```
            for (int i = 0; i < 1000; i++) counter.increment();
```

```
        });
```

```
        Thread t2 = new Thread(() -> {
```

```

        for (int i = 0; i < 1000; i++) counter.increment();

    });

    t1.start();

    t2.start();

    t1.join();

    t2.join();

    System.out.println("Final count: " + counter.count);

}

}

...

```

Cách sửa lỗi: Dùng synchronized hoặc AtomicInteger.

Code fix:

```
```java
```

```

class Counter {

    private int count = 0;

    public synchronized void increment() {

        count++;

    }

    public synchronized int getCount() {

        return count;

    }
}

```

```
}  
...  

```

## Bai 2: Deadlock

Yeu cau:

Viet mot chuong trinh co hai luong, moi luong co gang khoa hai tai nguyen theo thu tu nguoc nhau, gay ra deadlock.

Sau do sua loi.

Code loi (Deadlock):

```
```java
```

```
class DeadlockExample {
```

```
    static final Object resource1 = new Object();
```

```
    static final Object resource2 = new Object();
```

```
    public static void main(String[] args) {
```

```
        Thread t1 = new Thread(() -> {
```

```
            synchronized (resource1) {
```

```
                System.out.println("Thread 1: Locked resource 1");
```

```
                try { Thread.sleep(100); } catch (InterruptedException e) {}
```

```
                synchronized (resource2) {
```

```
                    System.out.println("Thread 1: Locked resource 2");
```

```
                }
```

```
            }
```

```
        });
```

```
        Thread t2 = new Thread(() -> {
```

```

        synchronized (resource2) {

            System.out.println("Thread 2: Locked resource 2");

            try { Thread.sleep(100); } catch (InterruptedException e) {}

            synchronized (resource1) {

                System.out.println("Thread 2: Locked resource 1");

            }

        }

    });

    t1.start();

    t2.start();

}

}

...

```

Cách sửa lỗi: Giữ thủ tục khóa nhất quán hoặc dùng tryLock().

### Bai 3: Starvation

Yêu cầu:

Viết một chương trình sử dụng Thread Priority, trong đó một luồng có độ ưu tiên cao liên tục chiếm CPU, làm cho luồng có độ ưu tiên thấp không bao giờ chạy.

Code lỗi (Starvation):

```

```java

public class StarvationExample {

    public static void main(String[] args) {

        Thread highPriority = new Thread(() -> {

```

```
while (true) System.out.println("High priority thread running...");  
});
```

```
Thread lowPriority = new Thread(() -> {  
    while (true) System.out.println("Low priority thread running...");  
});
```

```
highPriority.setPriority(Thread.MAX_PRIORITY);  
lowPriority.setPriority(Thread.MIN_PRIORITY);
```

```
highPriority.start();  
lowPriority.start();
```

```
}  
}  
...
```

Cách sửa lỗi: Dùng Thread.yield() hoặc Fair Lock.

#### Bài 4: Thread Interruption

Yêu cầu:

Viết chương trình có một luồng thực thi vòng lặp vô hạn. Sau 3 giây, dừng luồng dùng cách bang interrupt().

Code:

```
```java  
class InterruptExample {  
    public static void main(String[] args) throws InterruptedException {
```

```

Thread worker = new Thread() -> {
    while (!Thread.currentThread().isInterrupted()) {
        try {
            System.out.println("Worker is running...");
            Thread.sleep(500);
        } catch (InterruptedException e) {
            System.out.println("Worker thread interrupted!");
            Thread.currentThread().interrupt();
        }
    }
    System.out.println("Worker stopped.");
});

```

```

worker.start();

Thread.sleep(3000);

worker.interrupt();

}

}

...

```

## Bai 5: Memory Visibility Issue

Yeu cau:

Tao mot bien flag trong mot luong, va thay doi gia tri trong mot luong khac. Kiem tra xem luong dau tien co nhin thay su thay doi khong.

Code loi (Memory Visibility Issue):

```
```java
```

```

class VisibilityExample {

    private static boolean flag = false;


    public static void main(String[] args) {

        new Thread(() -> {

            while (!flag) {}

            System.out.println("Flag changed!");

        }).start();


        try { Thread.sleep(2000); } catch (InterruptedException e) {}


        flag = true; // Luong khac co the khong thay su thay doi nay

    }

}
...

```

Cach sua loi: Dung tu khoa volatile.

```

```java

private static volatile boolean flag = false;

...

```