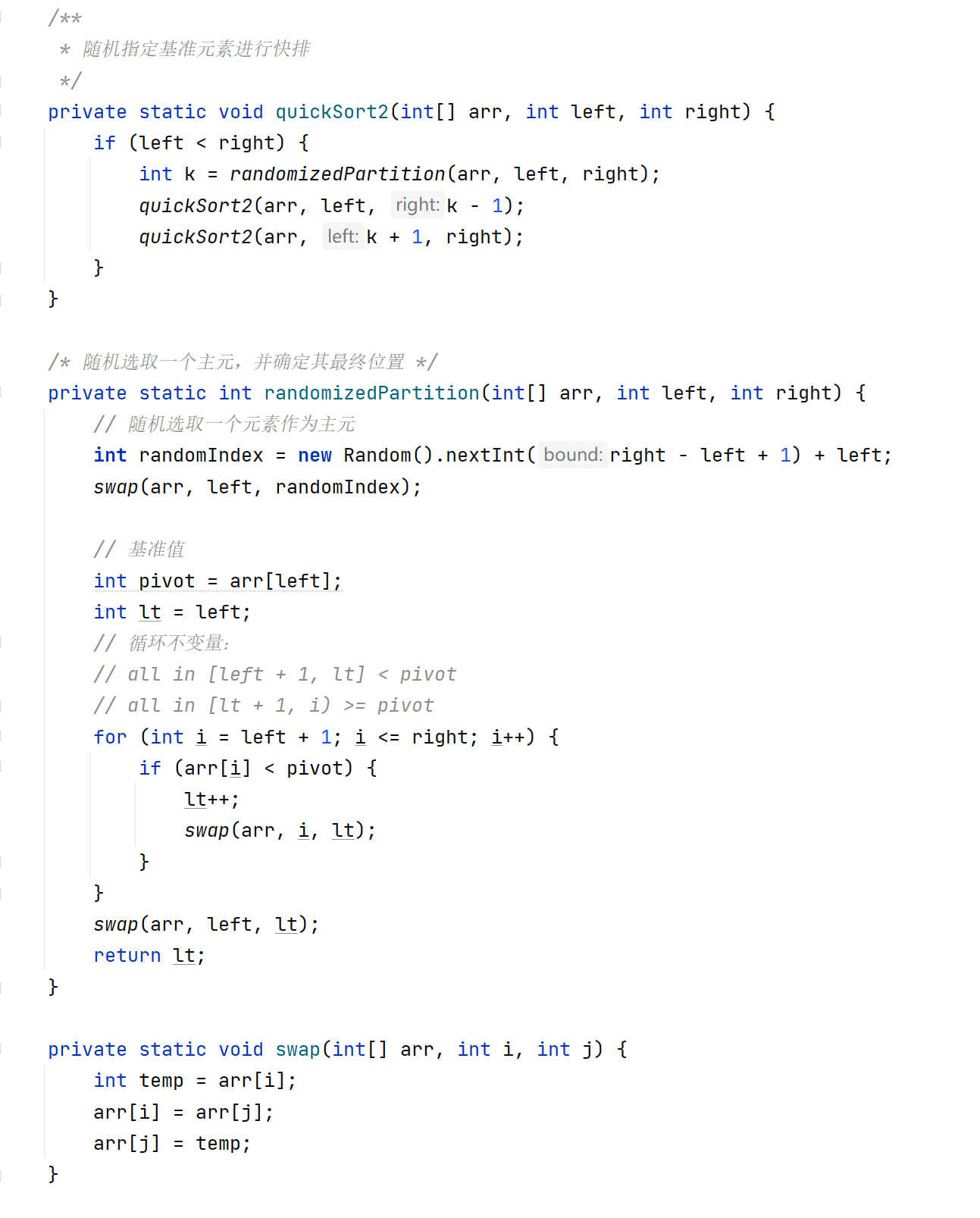
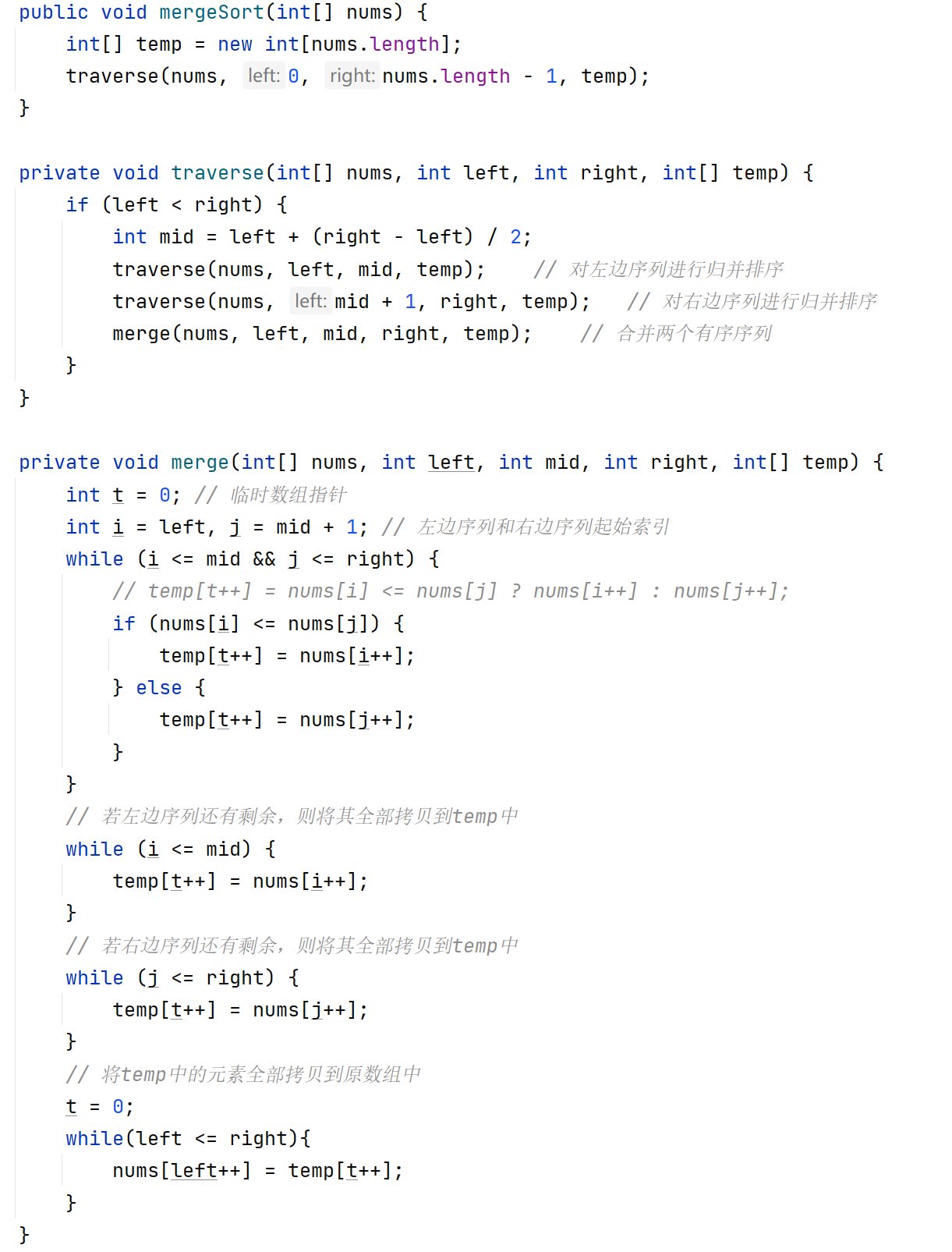
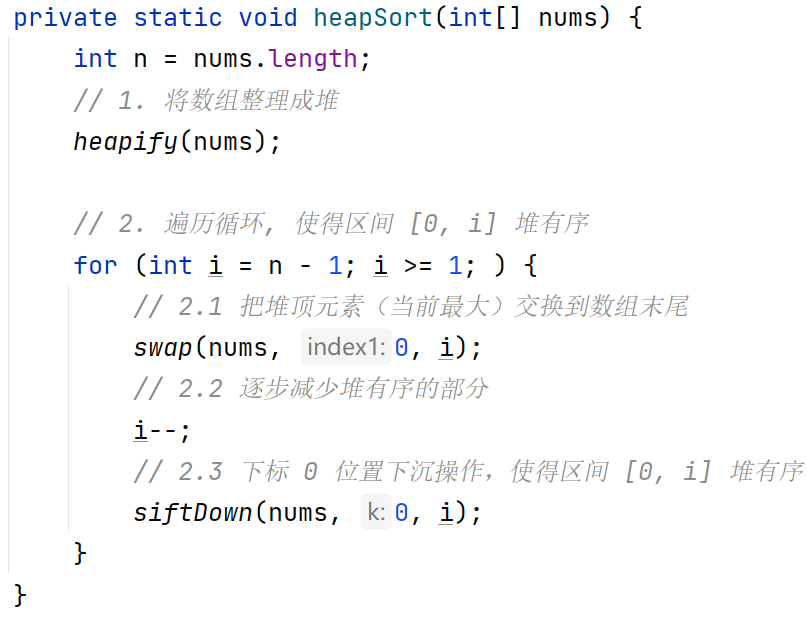
# 快速排序

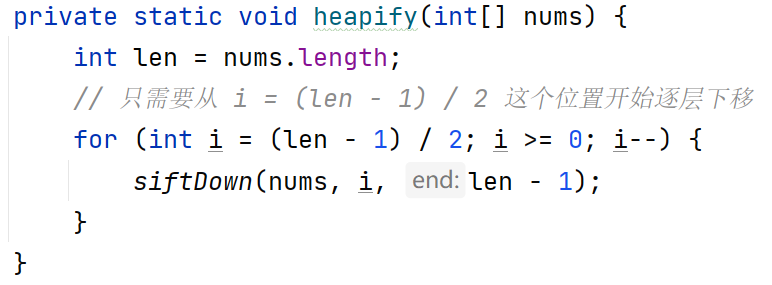


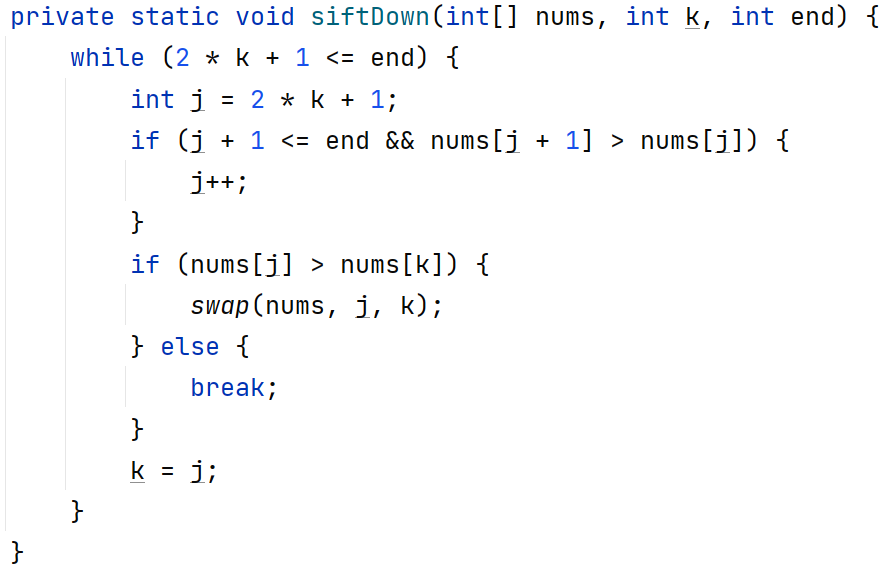
# 归并排序

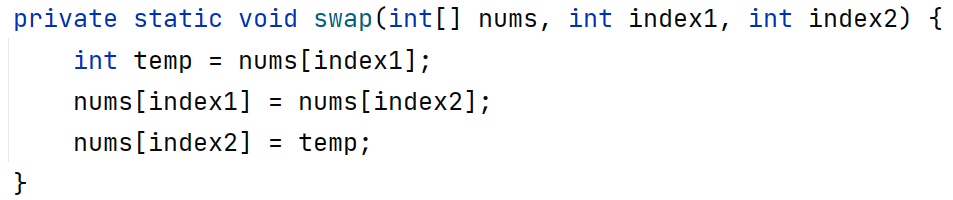


# 堆排序









# 单例模式



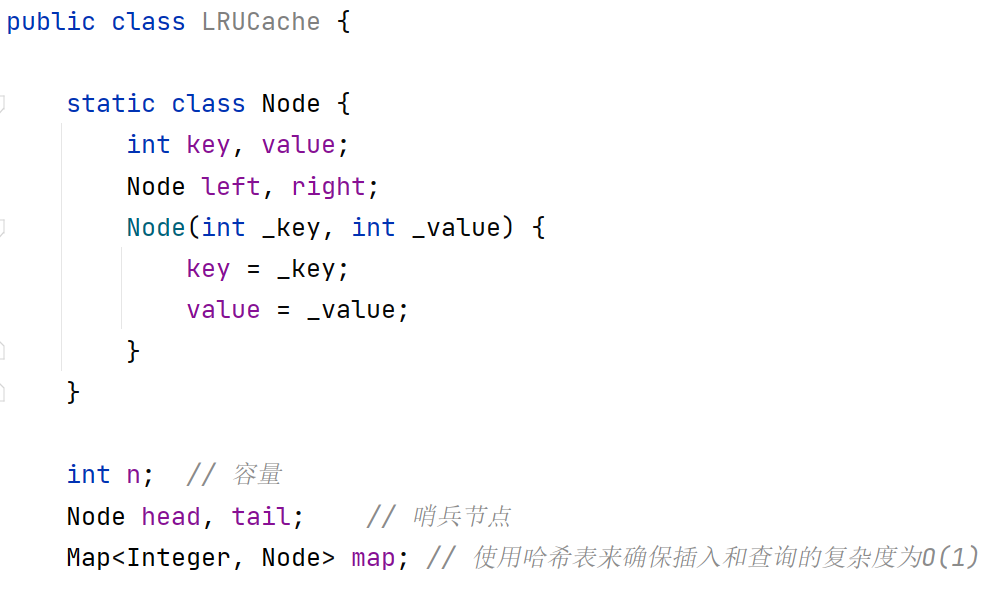


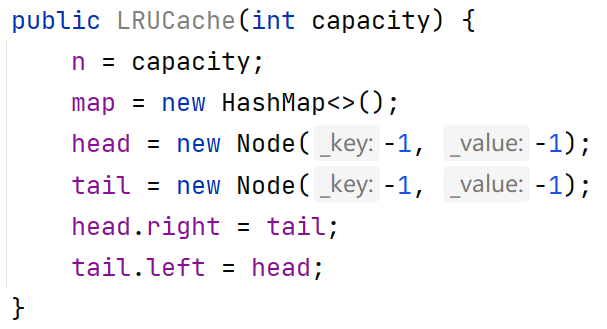


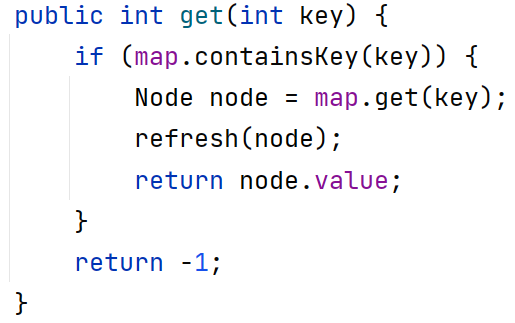


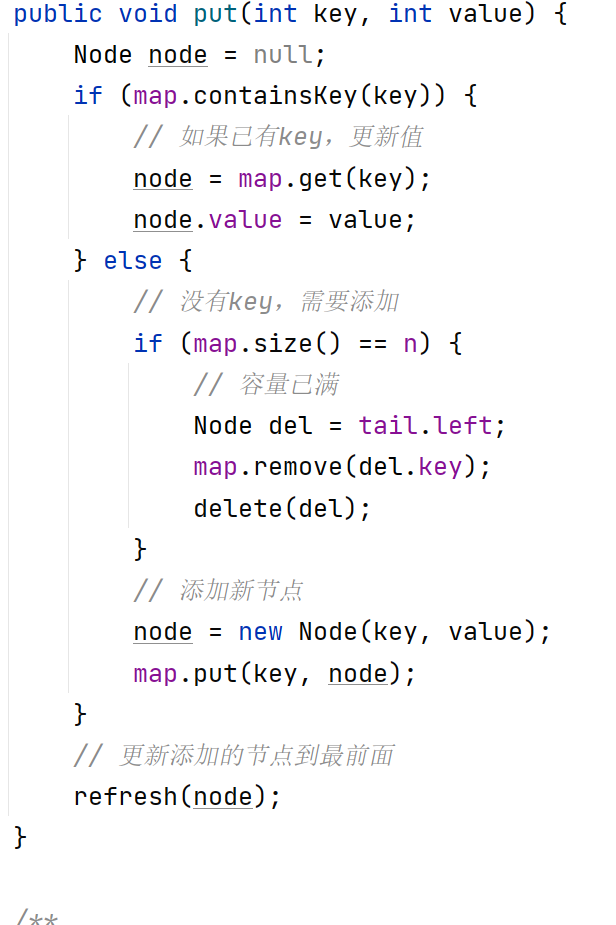


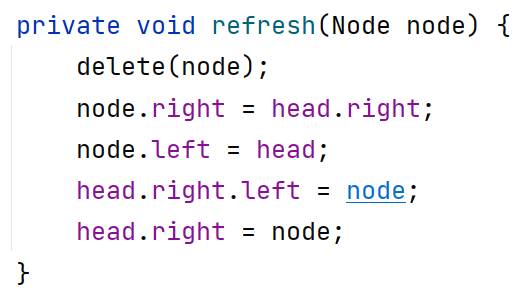
# LRU缓存

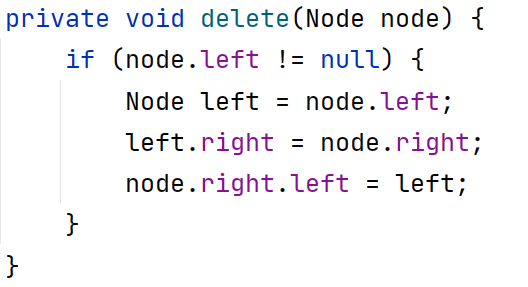






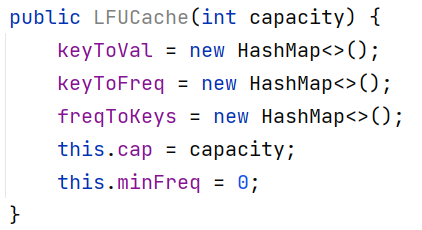
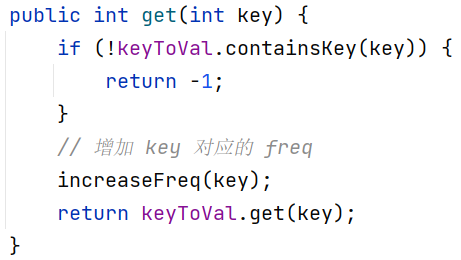






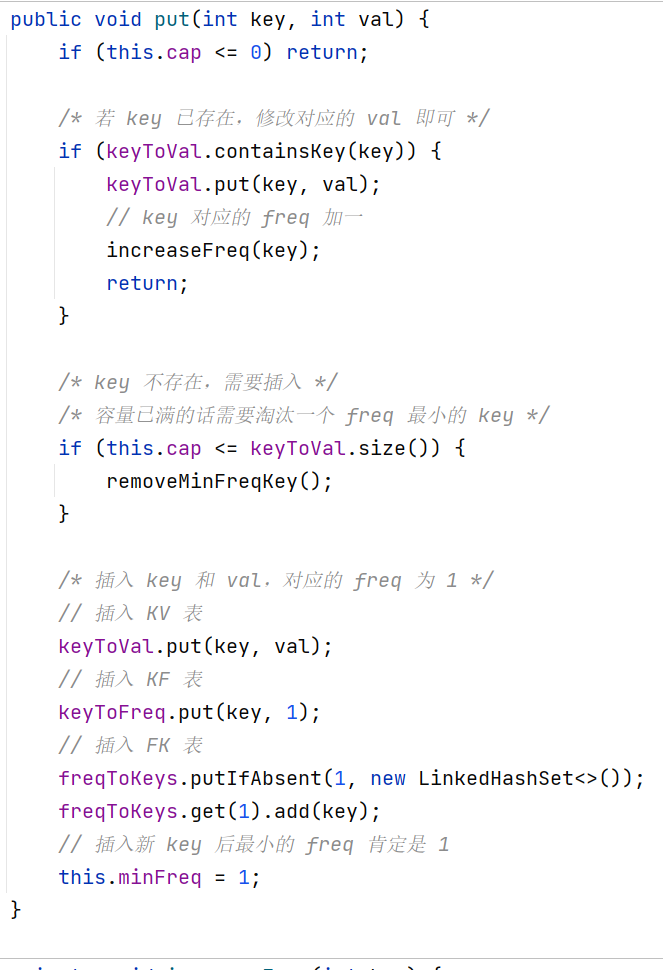
# LFU缓存



removeMinFreqKey可以放到最后

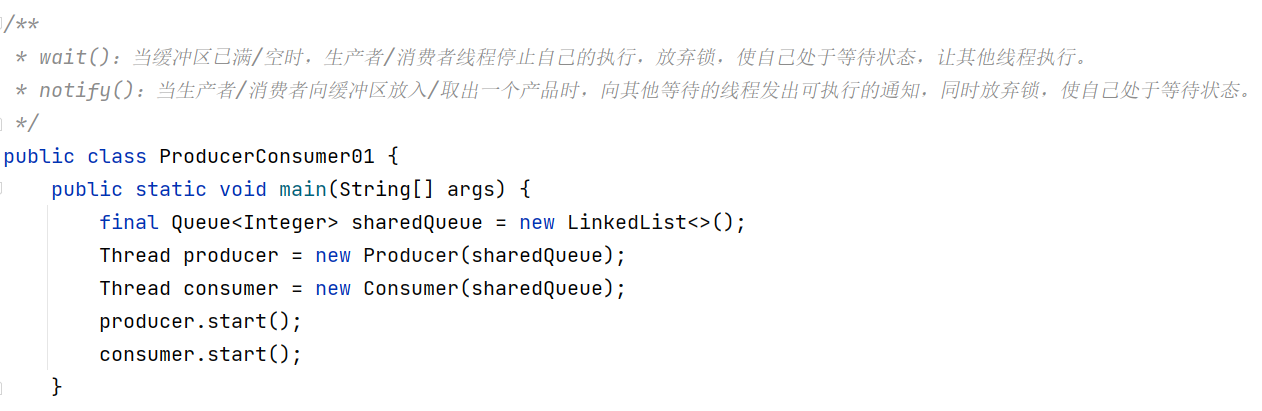






# 生产者消费者

Wait-notify方法







Reentranlock和Condition的await() / signal()方法

Condition接口的await()和signal()就是其中用来做同步的两种方法，它们的功能基本上和Object的wait()/ nofity()相同，完全可以取代它们，但是它们和新引入的锁定机制Lock直接挂钩，具有更大的灵活性。通过在Lock对象上调用newCondition()方法，将条件变量和一个锁对象进行绑定，进而控制并发程序访问竞争资源的安全。

