Module: Java + UI + PHP

Course: Core Java

Session 16: Ad. Concepts of Threading

Trainer Notes

1 Session Plan

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| Time  (min) | Content | Methodology | Trainer  Approach | Learner  Activity | Learning  Outcome  (Bloom's) | Learning  Outcome  (Gardner's) |
| 15 | Thread scheduling | Reference to  Reading  Material and  Slides | Facilitate,  Elicit  responses | Think,  Respond,  Identify | Remember,  Understand | Intrapersonal,  interpersonal |
| 15 | Wait(), notify, notifyAll() demo | Reference to  Reading  Material and  Slides | Facilitate,  Elicit  responses | Think,  Respond,  Identify | Remember,  Understand | Intrapersonal,  interpersonal |
| 15 | Thread states | Reference to  Reading  Material and  Slides | Facilitate,  Elicit  responses | Think,  Respond,  Identify | Remember,  Understand | Intrapersonal,  interpersonal |
| 15 | Deadlock explanation and demo | Reference to  Reading  Material and  Slides | Facilitate,  Elicit  responses | Think,  Respond,  Identify | Remember,  Understand | Intrapersonal,  interpersonal |
| 25 | Guided Classroom  Activities | Group Activities | Facilitate | Work on guided activities | Remember,  Understand,  Coding | Intrapersonal,  interpersonal |
| 05 | Conclusion | Discussion | Question,  Facilitate,  Guides | Participates,  Recollect  concepts | Remember | Intrapersonal,  interpersonal |

2 Objectives

* Implement Thread scheduling
* Implement wait() and notify() methods
* Implement Synchronization with Producer, Consumer example

3 Materials Needed

* Slides

1. Presentation Description

The Facilitator is expected to follow the Presentation Slides as a guideline for the flow of the session.