

Java Multithreading

Presented By – Santhosh Kalisamy

Agenda



What is Java Thread?

Understanding Hardware

Thread Lifecycle

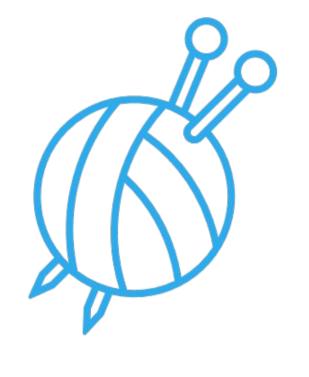
Multithreading

Threadpools

Concurrency

Deadlocks



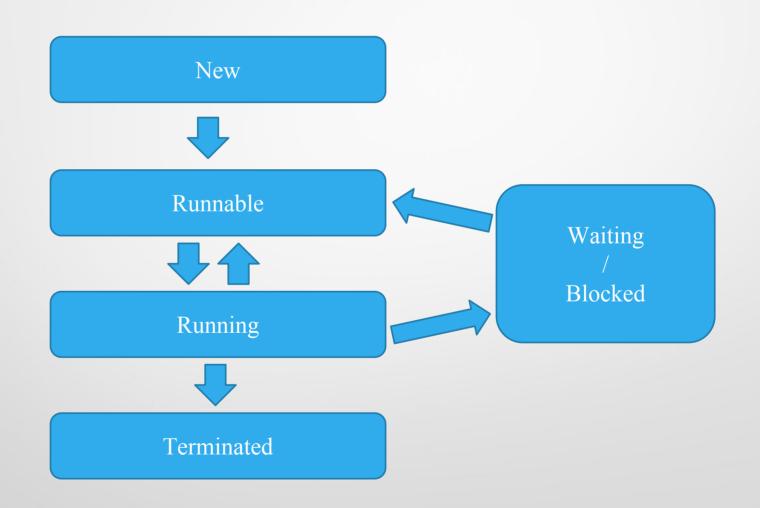


What is Java Thread?



Thread Lifecycles

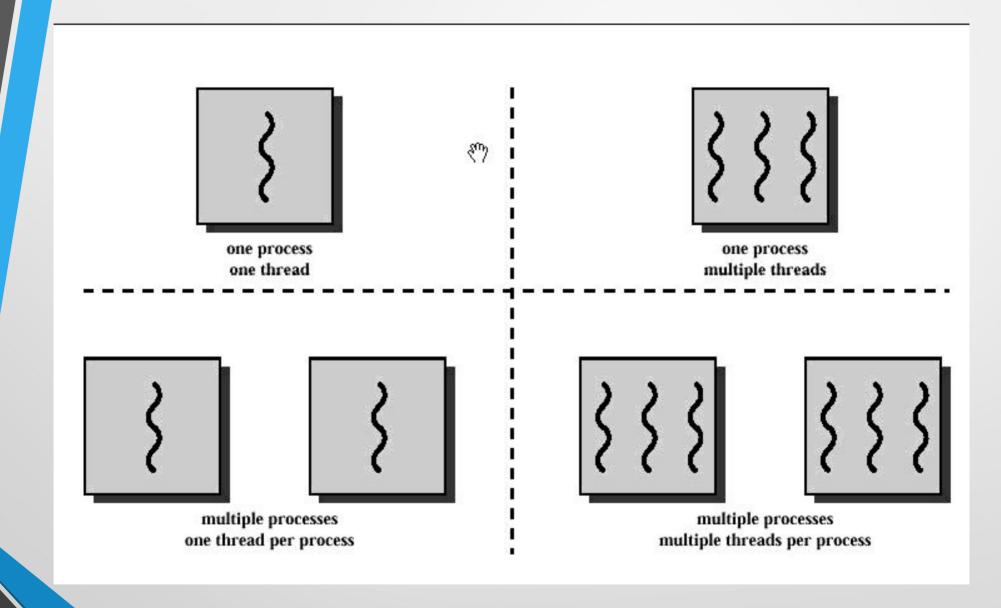


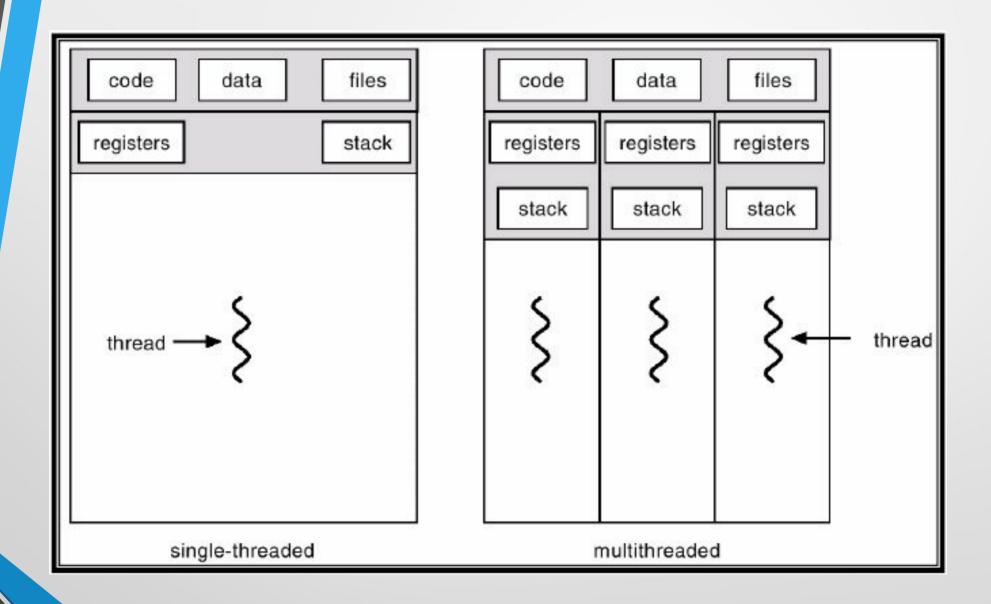




Let's create a thread

Thread vs Process







Runnable vs Thread

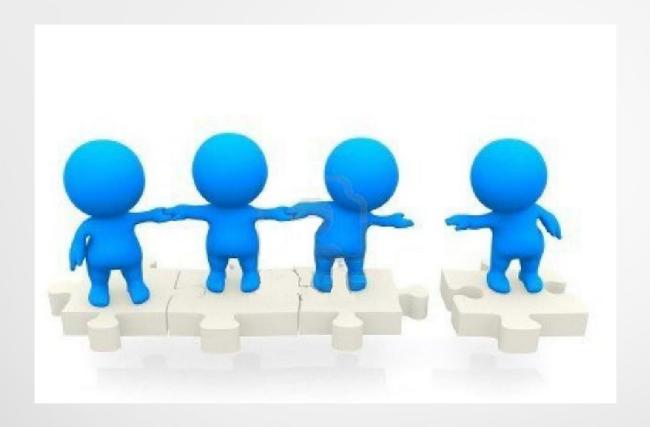


Implement vs Extend



Let's take a break

Thread.Sleep()



Thread.Join()

Runnable vs Callable



Priority

Types

MIN_PRIORITY

NORM_PRIORIT
Y

MAX_PRIORIT

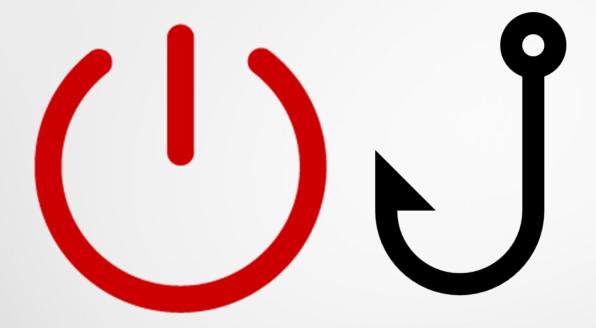


Daemon Thread



Thread pooling

ThreadGroup



Shutdown Hook

Synchronization



Critical Section

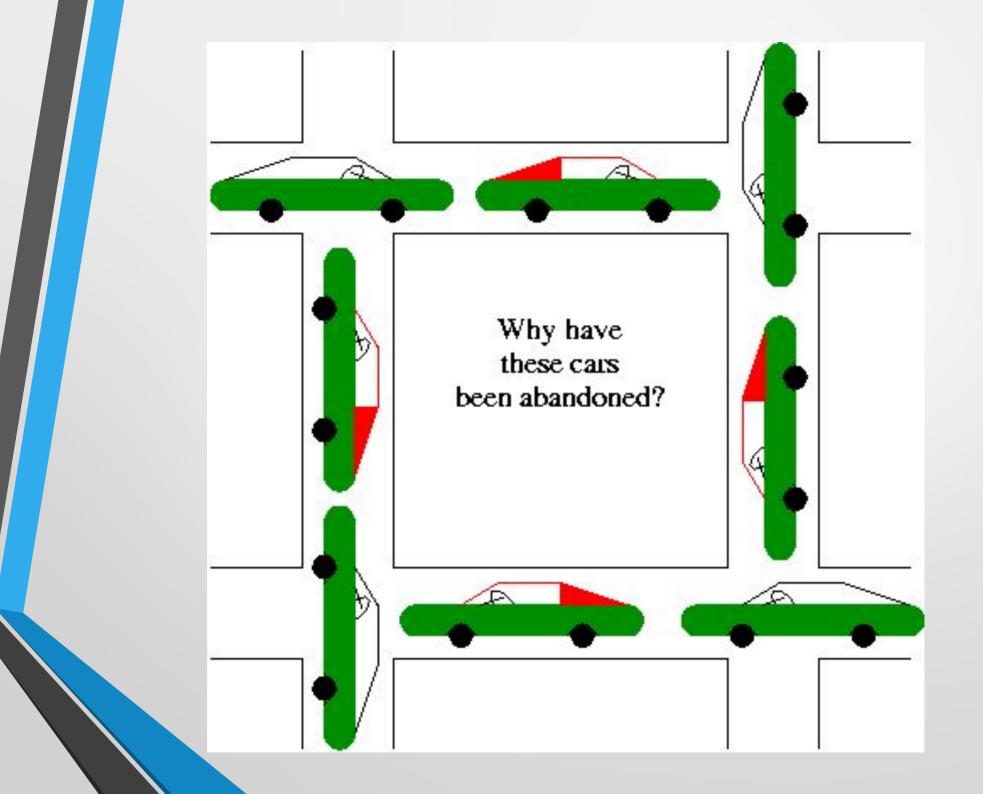
Method / Block

Atomicity

Race Conditions

Atomic Variables

Atomic Reference





DeadLocks

Inter thread communications



Object.Wait()
Object.Notify()
Object.NotifyAll()

Interrupting a thread

Locks

Object Lock

ReentrantLock

TryLock

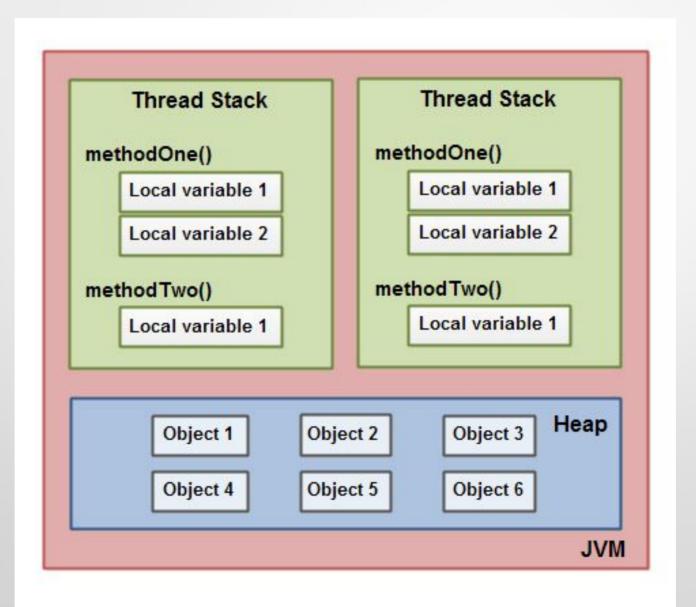
ReentrantReadWriteLock

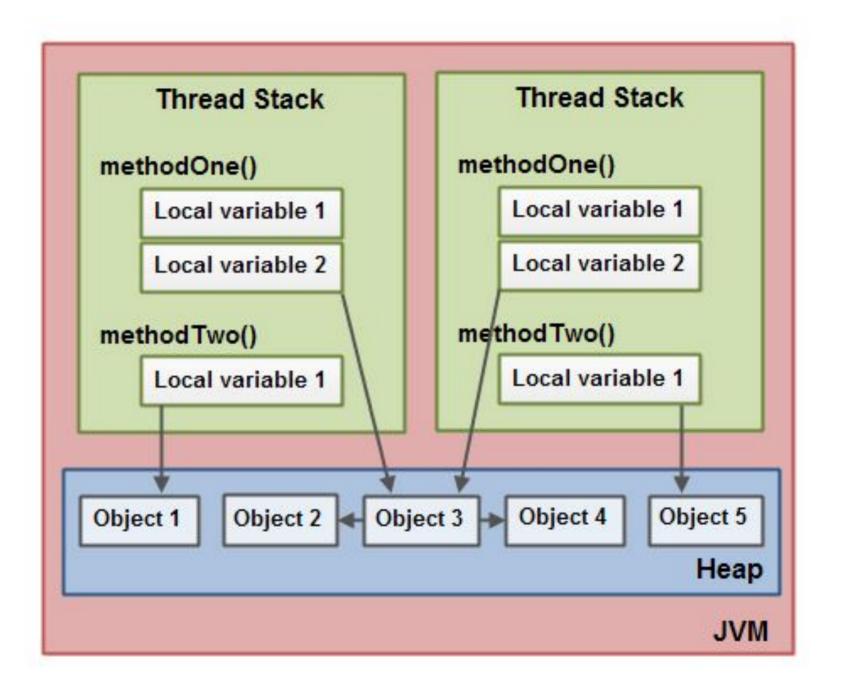
Conditions

Semaphore

Debugging Threads

Memory Model





Debugging Threads

Fun time

How to start a thread?

```
run();
start();
init();
none of these.
resume();
```

Which method registers a thread in a thread scheduler?

- 1. run()
- construct()
- a. execute()
- 4. submit()
- start()

Methods available in Thread Class?

- start()
- 2. wait()
- 3. notify()
- 4. run()
- s. terminate()

Which makes thread leave running state?

- 1 yield()
- 2. wait()
- 3. notify()
- 4. notifyAll()
- sleep(1000)
- 6. join()
- Thread.killThread()

Methods in Runnable

- void run()
- public void run()
- public void start()
- 4. void run(int priority)

wait(), notify(), and notifyAll() methods defined in?

- 1. Thread
- _{2.} Lava.lang
- 3. Runnable
- 4. Callable
- 5. Object

QA