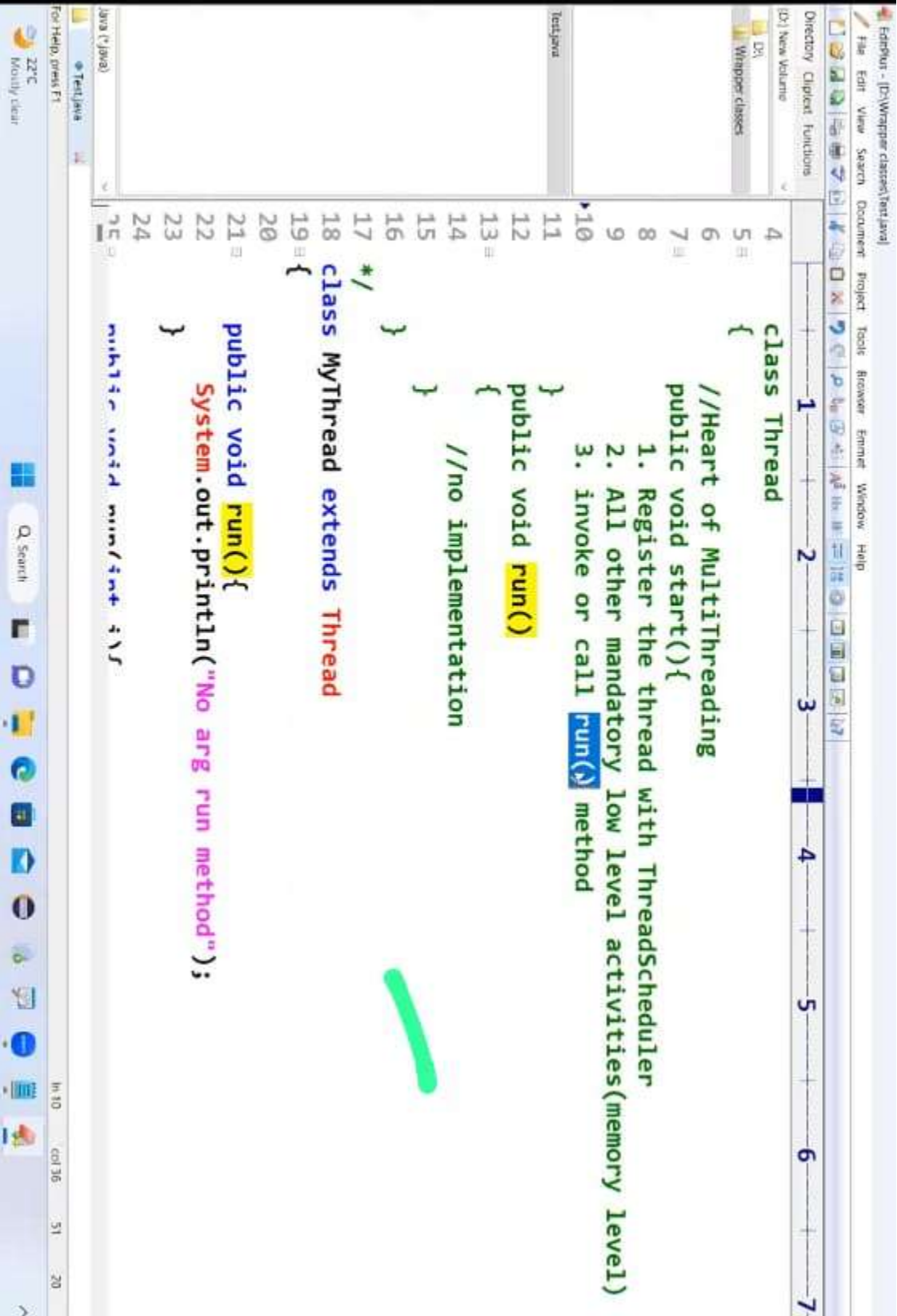



# Java Multithreading Part2



```
1  class Thread
2  {
3      //Heart of Multithreading
4      public void start(){
5          1. Register the thread with ThreadScheduler
6          2. All other mandatory low level activities(memory level)
7          3. invoke or call run() method
8      }
9      public void run()
10     {
11         //no implementation
12     }
13 }
14
15
16
17
18 class MyThread extends Thread
19 {
20
21     public void run(){
22         System.out.println("No arg run method");
23     }
24
25     public void run(int i){
26     }
```

```
Editor - (D:\Wrapper\classes\test.java)
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory: C:\Program Files\Java\jdk-9.0.4\bin
[D:\New Volume]
D:\
  Wrapper\classes
test.java

13 {
14     //no implementation
15 }
16 */
17
18 class MyThread extends Thread
19 {
20
21     public void run(){
22         System.out.println("No arg run method");
23         run(5);
24     }
25
26     public void run(int i){
27         System.out.println("int arg run method");
28     }
29
30 }
31
32 public class Test {
33     public static void main(String[] args){
34
35     }
36 }
```



case5:Overloading of run() method  
we can overload run() method but Thread class start() will always call run() with zero argument.  
if we overload run method with arguments, then we need to explicitly call argument based run method and it will be normal method.

eg::

```
class MyThread extends Thread{
```

```
    public void run(){
```

```
        System.out.println("no arg method");
```

```
    }
```

```
    public void run(int i){
```

```
        System.out.println("zero arg method");
```

```
    }
```

```
}
```

```
class ThreadDemo{
```

```
    public static void main(String... args){
```

```
        MyThread t=new MyThread();
```

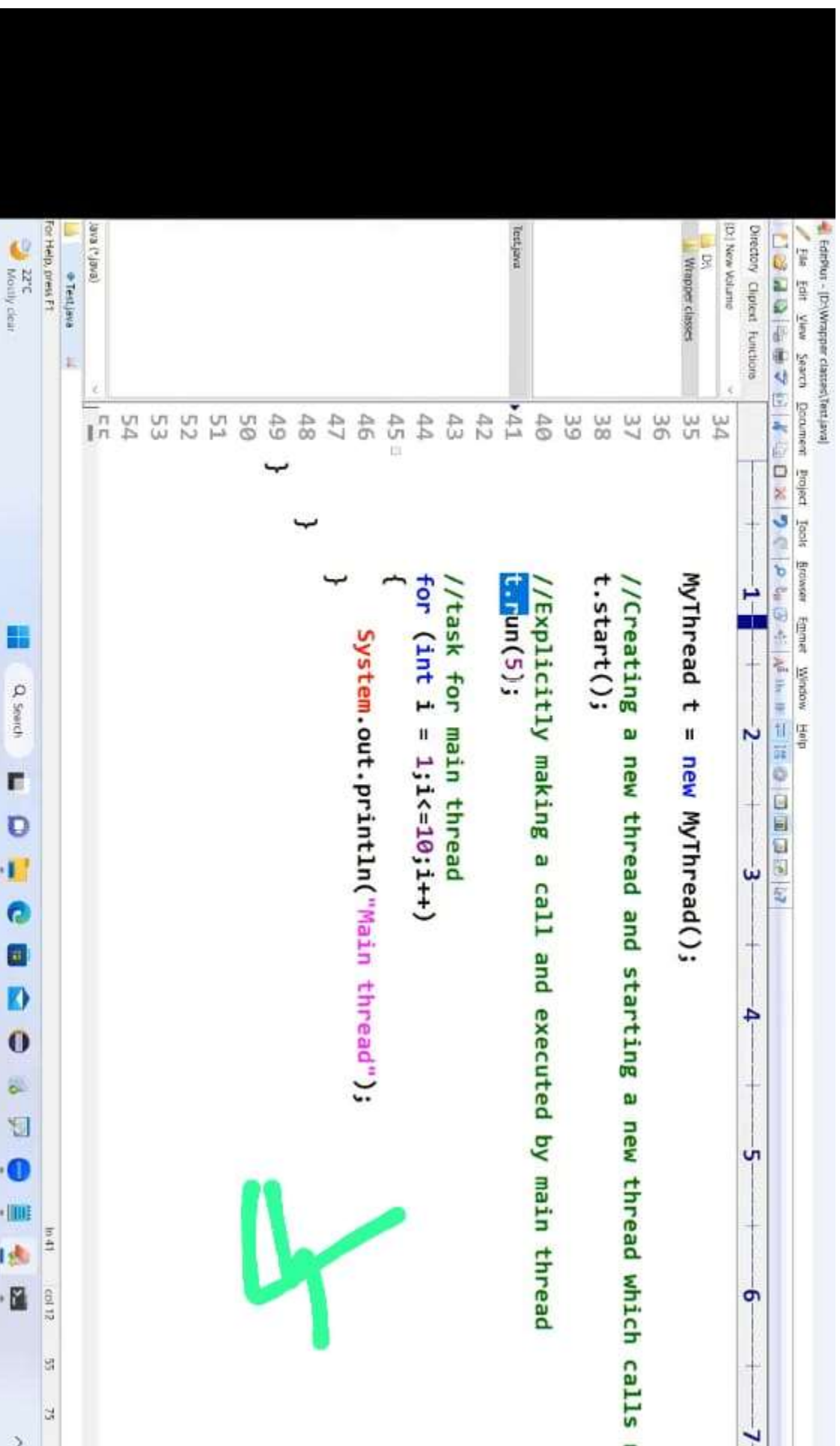
```
        t.start();
```

```
    }
```

```
}
```

Output:: NO arg method.





**Case6::Overriding of start() method**

If we override start() then our start() method will be executed just like normal method, but no new Thread will be created and no new Thread will be started.

eg#1.

```
class MyThread extends Thread{
    public void run(){
        System.out.println("no arg method");
    }
    public void start(){
        System.out.println("start arg method");
    }
}


class ThreadDemo{
    public static void main(String... args){
        MyThread t=new MyThread();
        t.start();
    }
}
```

Output:: start arg method

It is never recommended to override start() method.



```
Editor - D:\Wrapper classes\MyThread.java
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory: C:\Program Files\Java\jdk-9.0.4\bin
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D:\
Wrapper classes
test.java
13 {
14 //no implementation
15 }
16 */
17
18 class MyThread extends Thread
19 {
20     @Override
21     public void start(){
22         System.out.println("start method called");
23     }
24
25     @Override
26     public void run(){
27         System.out.println("No arg run method");
28     }
29 }
30 public class Test {
31     public static void main(String[] args){
32         MyThread t = new MyThread();
33     }
}
```



```
Editor - D:\Whisper classes\MyThread.java
File Edit View Search Document Project Tools Browser Format Window Help
Directory: C:\Program Files\Java\jdk-9.0.4\bin
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Whisper classes
test.java

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@Override
public void run(){
    System.out.println("No arg run method");
}

public class Test {
    public static void main(String[] args){
        MyThread t = new MyThread();

        //since our class start() is called, no new thread is created
        t.start();

        //task for main thread
        for (int i = 1;i<=10;i++){
            System.out.println("Main thread");
        }
    }
}
```

It is never recommended to override start() method.

case 7::

```
class MyThread extends Thread{  
    public void run(){  
        System.out.println("run method");  
    }  
    public void start(){  
        System.out.println("start method");  
    }  
}
```

```
class ThreadDemo{  
    public static void main(String... args){  
        MyThread t=new MyThread();  
        t.start();  
        System.out.println("Main method");  
    }  
}
```





eg#2.

```
class MyThread extends Thread{  
    public void start(){  
        super.start();  
        System.out.println("start method");  
    }  
    public void run(){  
        System.out.println("run method");  
    }  
}
```



```
}  
class ThreadDemo{  
    public static void main(String... args){  
        MyThread t=new MyThread();  
        t.start();  
        System.out.println("Main method");  
    }  
}
```

Output::

. . . . .

```
}  
class ThreadDemo{  
    public static void main(String... args){  
        MyThread t=new MyThread();  
        t.start();  
        System.out.println("Main method");  
    }  
}
```

Output::

MainThread

- a. Main method
  - b. start method
- UserDefinedThread
- a. run method

10

## MainThread

- a. Main method
- b. start method

## UserDefinedThread

- a. run method

## case8:: Life cycle of a Thread

MyThread t=new MyThread(); // Thread is in born state

t.start(); //Thread is in ready/runnable state

if Thread scheduler allocates CPU time then we say thread entered into Running state.  
if run() is completed by thread then we say thread entered into dead state.

=> Once we created a Thread object then the Thread is said to be in new state or born state.

=> Once we call start() method then the Thread will be entered into Ready or Runnable state.

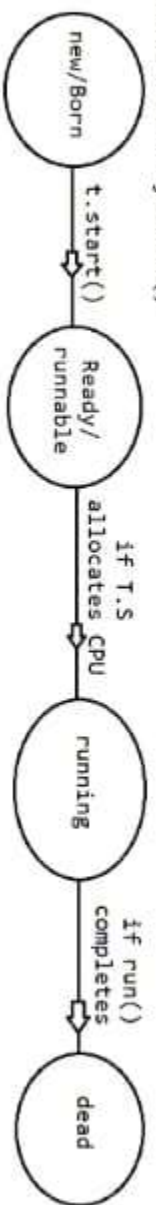
=> If Thread Scheduler allocates CPU then the Thread will be entered into running state.

=> Once run() method completes then the Thread will entered into dead state.

### Life cycle of Thread

=====


MyThread t = new MyThread();



✓✓

```
Editor - [D:\Wrapper classes\test.java]
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory Clipboard Functions
[D:] New Volume
D:\
  Wrapper classes
test.java

17 */
18 class MyThread extends Thread
19 {
20     @Override
21     public void run(){
22         System.out.println("No arg run method");
23     }
24 }
25 public class Test {
26     public static void main(String[] args){
27
28         MyThread t = new MyThread();
29
30         //calling start() of MyThread
31         t.start();
32
33         //calling start() of thread
34         t.start();
35
36         System.out.println("Main method");
37     }
38 }
```





Command Prompt

D:\Wrapper classes>javac Test.java

D:\Wrapper classes>java Test

No arg run method

Exception in thread "main" java.lang.IllegalThreadStateException  
at java.lang.Thread.start(Thread.java:708)  
at Test.main(Test.java:34)

D:\Wrapper classes>

14

23°C  
Mostly clear



Q Search



File Edit View

```
MyThread t=new MyThread(); // Thread is in born state  
t.start(); //Thread is in ready/runnable state  
if Thread scheduler allocates CPU time then we say thread entered into Running state.  
if run() is completed by thread then we say thread entered into dead state.
```

=> Once we created a Thread object then the Thread is said to be in new state or born state.  
=> Once we call start() method then the Thread will be entered into Ready or Runnable state.  
=> If Thread Scheduler allocates CPU then the Thread will be entered into running state.  
=> Once run() method completes then the Thread will entered into dead state.

case9::

After starting the Thread, we are not supposed to start the same Thread again, then we say Thread is in "IllegalThreadStateException".

```
MyThread t=new MyThread(); // Thread is in born state  
t.start(); //Thread is in ready state  
....  
....  
t.start(); //IllegalThreadStateException
```

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```
Command Prompt
D:\Wrapper classes>javap java.lang.Runnable
Compiled from "Runnable.java"
public interface java.lang.Runnable {
    public abstract void run();
}
```

D:\Wrapper classes>

16

## 2. Creation of a Thread requirement to SUNMS is an SRS

interface Runnable{

void run();

}

class Thread implements Runnable{// Adapter class

public void start(){

1. Register the thread with ThreadScheduler
2. All other mandatory low level activities(memory level)
3. invoke or call run() method

}

public void run(){

//job for a thread

}

}



- => Once we call start() method then the Thread will be entered into Ready or Runnable state.
- => If Thread Scheduler allocates CPU then the Thread will be entered into running state.
- => Once run() method completes then the Thread will entered into dead state.

case9::

After starting the Thread, we are not supposed to start the same Thread again, then we say Thread is in "IllegalThreadStateException".

```
MyThread t=new MyThread(); // Thread is in born state
t.start(); //Thread is in ready state
....
....
t.start(); //IllegalThreadStateException
```

Creation of Thread using |

28-1



[illegible]

a. use `start()` from `Thread` class

b. override `run()` and define the job of the Thread.



19

## 2. Creation of a Thread requirement to SUNMS is an SRS

```
interface Runnable{  
    void run();  
}
```

```
class Thread implements Runnable{// Adapter class
```

```
public void start(){
```

1. Register the thread with ThreadScheduler
2. All other mandatory low level activities(memory level)
3. invoke or call run() method

```
}
```

```
public void run(){
```

```
//job for a thread
```

```
}
```

```
}
```

20

```
enterprisedbath - java.lang.Runnable - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Test.java DateIntervalApp.java DateIntervalApp.java SqlInjectionApp.java ThreadClass RunnableClass
44 * be used if you are only planning to override the <code>run()</code>
45 * method and no other <code>Thread</code> methods.
46 * This is important because classes should not be subclassed
47 * unless the programmer intends on modifying or enhancing the fundamental
48 * behavior of the class.
49 *
50 * @author Arthur van Hoff
51 * @see java.lang.Thread
52 * @see java.util.concurrent.Callable
53 * @since JDK1.0
54 */
55 @FunctionalInterface
56 public interface Runnable {
57     /**
58      * When an object implementing interface <code>Runnable</code> is used
59      * to create a thread, starting the thread causes the object's
60      * <code>run</code> method to be called in that separately executing
61      * thread.
62      * <p>
63      * The general contract of the method <code>run</code> is that it may
64      * take any action whatsoever.
65      *
66      * @see java.lang.Thread#run()
67      */
68     public abstract void run();
69 }
70
1
```

2

## 2. Creation of a Thread requirement to SUNMS is an SRS

```
interface Runnable{
```

```
void run();
```

}

```
class Thread implements Runnable{ // Adapter class
```

```
public void start(){
```

1. Register the thread with ThreadScheduler
2. All other mandatory low level activities(memory level)
3. invoke or call run() method

—

```
public void run(){
```

```
//job for a thread
```

—

—

shortcuts of ecip

ctrl+shift+T => To open a definition of any class

ctrl + o => To list all the methods of the class

```
interface Runnable{
```

```
void run();
```

}

```
class Thread implements Runnable // Adapter class
```

```
public void start(){
```

1. Register the thread with ThreadScheduler
2. All other mandatory low level activities(memory level)
3. invoke or call run() method

—

```
public void run(){
```

```
//job for a thread
```

—



ctrl+shift+T => To open a definition of any class

ctrl + o => To list all the methods of the class




```
Editor - [D:\Wrapper classes\test.java 1]
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory: C:\Program Files\Java\jdk-9.0.4\bin
[D:\New Volume]
D:\
  Wrapper classes
test.java

4  interface Runnable{
5      public abstract void run();
6  }
7      class Thread implements Runnable
8      {
9          //Heart of Multithreading
10         public void start(){
11             1. Register the thread with ThreadScheduler
12             2. All other mandatory low level activities(memory level)
13             3. invoke or call run() method
14         }
15         public void run()
16         {
17             //no implementation
18         }
19     }
20 */
21 class MyThread implements Runnable
22 {
23     @Override
24     public void run(){
25         System.out.println("My new multithread").
```

22

```
Editor - [D:\Whisper classes\test.java]
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory Clipboard Functions
[D:] New Volume
D:\
Whisper classes
test.java

19  }
20  */
21  class MyThread implements Runnable
22  {
23      @Override
24      public void run(){
25          for (int i =1;i<=10 ;i++ )
26          {
27              System.out.println("child thread");
28          }
29      }
30  }
31  public class Test {
32      public static void main(String[] args){
33          MyThread t = new MyThread();
34          t.start();
35          for (int i =1;i<=10 ;i++ )
36          {
37              Custom out.println("main thread");
38          }
39  }
```



```
D:\Wrapper classes>javac Test.java
Test.java:36: error: cannot find symbol
        t.start();
        ^
symbol:   method start()
location: variable t of type MyThread
1 error
```

```
D:\Wrapper classes>
```

28

```
Editor - [D:\Whisper classes\Test.java]
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory Clipboard Functions
[D:] New Volume
D:\
Whisper classes
Test.java

19  }
20  */
21  class MyRunnable implements Runnable
22  {
23      @Override
24      public void run(){
25          for (int i =1;i<=10 ;i++ )
26          {
27              System.out.println("child thread");
28          }
29      }
30  }
31  public class Test {
32      public static void main(String[] args){
33          MyRunnable r = new MyRunnable();
34
35
36
37      Thread t = new Thread();
38      t.start();
39
40      for (int i =1;i<=10 ;i++ )
```

25

D:\Wrapper classes>javac Test.java

D:\Wrapper classes>java Test

main thread  
main thread  
main thread  
main thread  
main thread  
main thread  
main thread  
main thread  
main thread

D:\Wrapper classes>

28



1. Register the thread with ThreadScheduler
2. All other mandatory low level activities(memory level)
3. invoke or call run() method

```
}  
public void run(){  
    //job for a thread  
}
```

shortcuts of eclipse

ctrl+shift+T => To open a definition of any class

ctrl + o => To list all the methods of the class

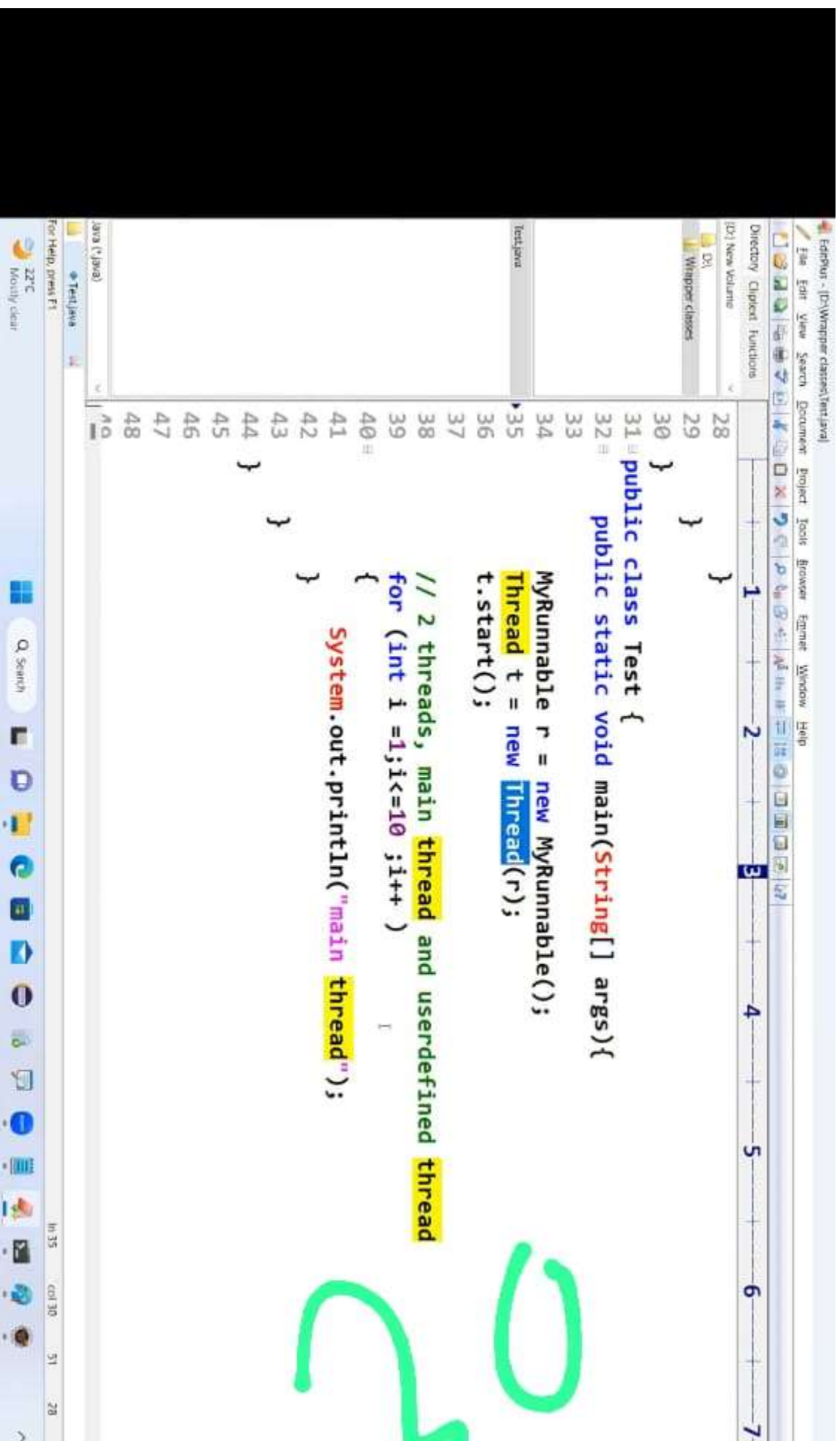
```
public java.lang.Thread();
```

|=> thread class start(), followed by thread class run()

```
public java.lang.Thread(java.lang.Runnable);
```

|=> thread class start(), followed by implementation class of Runnable run()

SA



## Case study

=====

MyRunnable r=new MyRunnable();

Thread t1=new Thread();

Thread t2=new Thread(r);

case1: t1.start()

A new thread will be created, which is responsible for executing Thread class run()

case2: t2.start()

A new thread will be created, which is responsible for executing MyRunnable run()

mainthread

main thread

main thread

main thread

main thread

userdefinedthread

A new thread will be created, which is responsible for executing Thread class run()

case2: t2.start()

A new thread will be created, which is responsible for executing MyRunnable run()

output

mainthread

main thread  
main thread  
main thread  
main thread  
main thread

1

userdefinedthread

child thread  
child thread  
child thread  
child thread  
child thread

23

child thread  
child thread  
child thread

case3: t1.run()

output  
mainthread

main thread  
main thread  
main thread  
main thread  
main thread

case4: t2.run()

No new thread will be created, but Thread class run() will be executed just like normal method

33

case4: t2.run()

No new thread will be created, but MyRunnable class run() will be executed just like normal meth

output

mainthread

child thread

child thread

child thread

child thread

main thread

main thread

main thread

main thread

main thread

main thread

case5: r.s

3x



case5: r.start()

It results in CompileTime Error

case6. r.run()

No new thread will be created, but MyRunnable class run() will be executed just like normal meth

output

mainthread

child thread

child thread

child thread

child thread

child thread

main thread

main thread

main thread

main thread

main thread

I

25

case6: r.run()

In which of the above cases a new Thread will be created which is responsible for the execution of MyRunnable class's run() method?

t2.start();

In which of the above cases a new Thread will be created ?

t1.start();

t2.start();

In which of the above cases MyRunnable class run() will be executed?

t2.start();

t2.run();

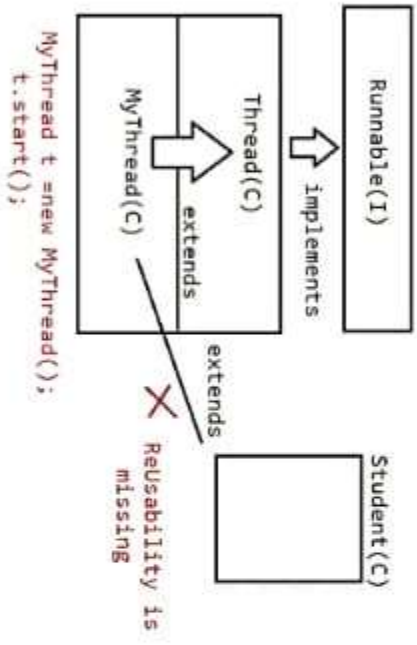
r.run();

36



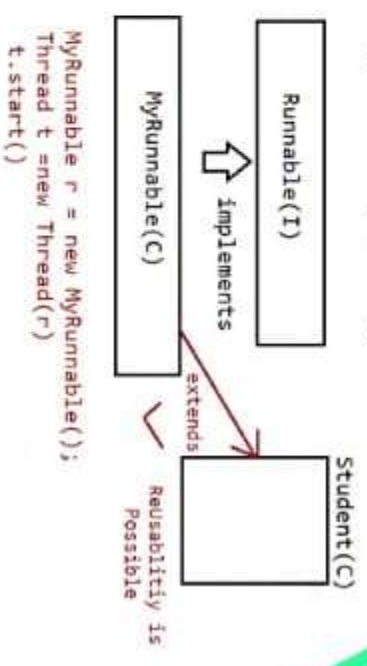
myInread t = new myInread();

(not suggestible)  
1st Approach: Extending Thread class



MyThread t = new MyThread();  
t.start();

Good Approach  
2nd Approach: implementing Runnable



MyRunnable r = new MyRunnable();  
Thread t = new Thread(r);  
t.start();

```
t2.run();  
r.run();
```

Different approach for creating a Thread?

- A. extending Thread class
- B. implementing Runnable interface

Which approach is the best approach?

- a. implements Runnable interface is recommended becoz our class can extend other class through which inheritance benefit can brought in to our class.

Internally performance and memory level is also good when we work with interface.

- b. if we work with extends feature then we will miss out inheritance benefit becoz already our class has inherited the feature from "Thread class", so we normally we don't prefer extends approach rather implements approach is used in real time for working with "Multithreading".

```
Command Prompt
public static native void yield();
public static native void sleep(long) throws java.lang.InterruptedException;
public static void sleep(long, int) throws java.lang.InterruptedException;
protected java.lang.Object clone() throws java.lang.CloneNotSupportedException;

public java.lang.Thread();
public java.lang.Thread(java.lang.Runnable);
public java.lang.Thread(java.lang.Runnable, java.security.AccessControlContext);
public java.lang.Thread(java.lang.ThreadGroup, java.lang.Runnable);
public java.lang.Thread(java.lang.String);
public java.lang.Thread(java.lang.ThreadGroup, java.lang.String);
public java.lang.Thread(java.lang.ThreadGroup, java.lang.Runnable, java.lang.String);
public java.lang.Thread(java.lang.ThreadGroup, java.lang.Runnable, long);
public synchronized void start();
public void run();
public final void stop();
public final synchronized void stop(java.lang.Throwable);
public void interrupt();
public static boolean interrupted();
public boolean isInterrupted();
public void destroy();
public final native boolean isAlive();
public final void suspend();
public final void resume();
public final void setPriority(int);
public final int getPriority();
public final synchronized void setName(java.lang.String);
public final java.lang.String getName();
public final java.lang.ThreadGroup getThreadGroup();
```

34



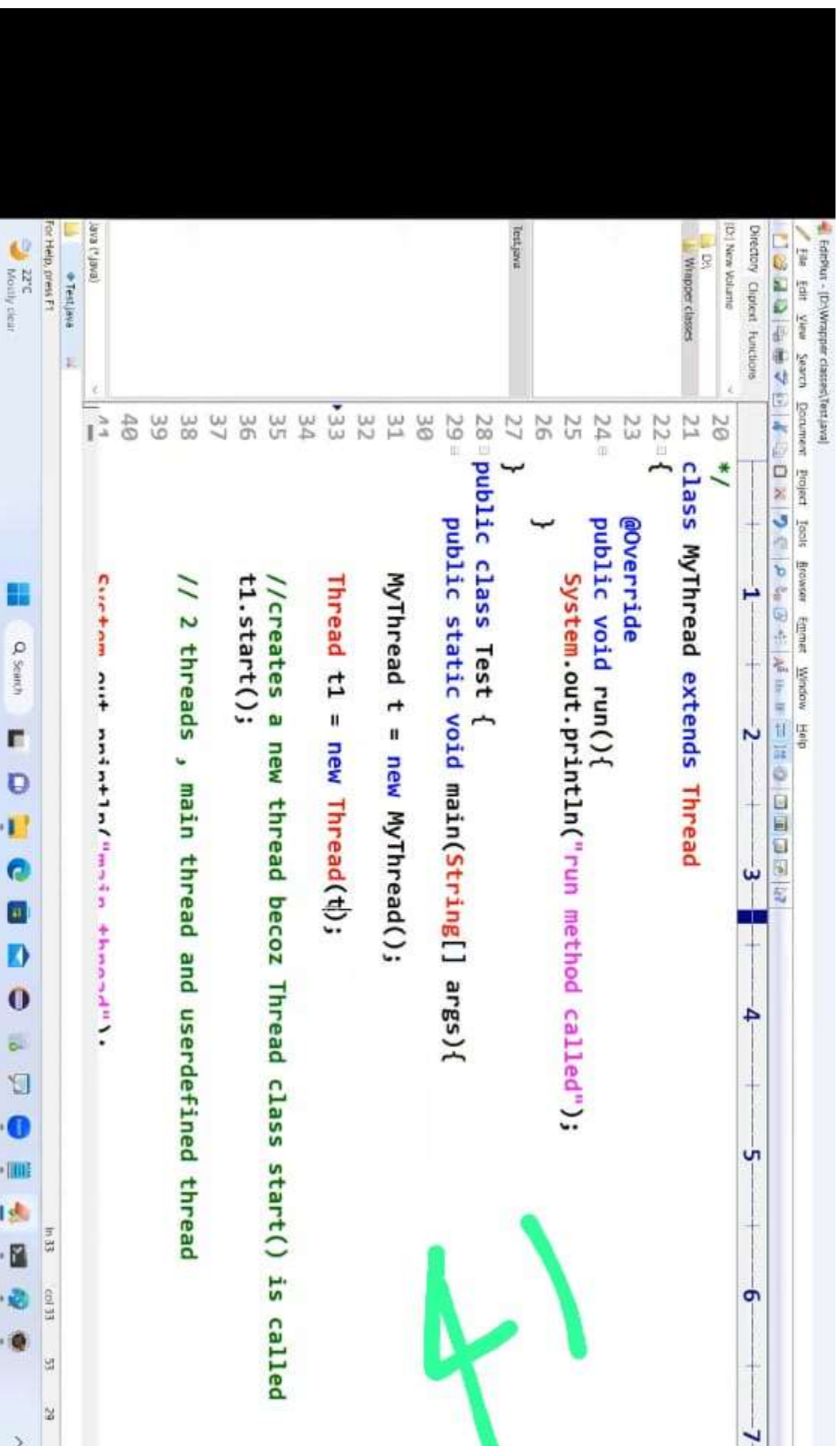
## Various Constructors available in Thread class

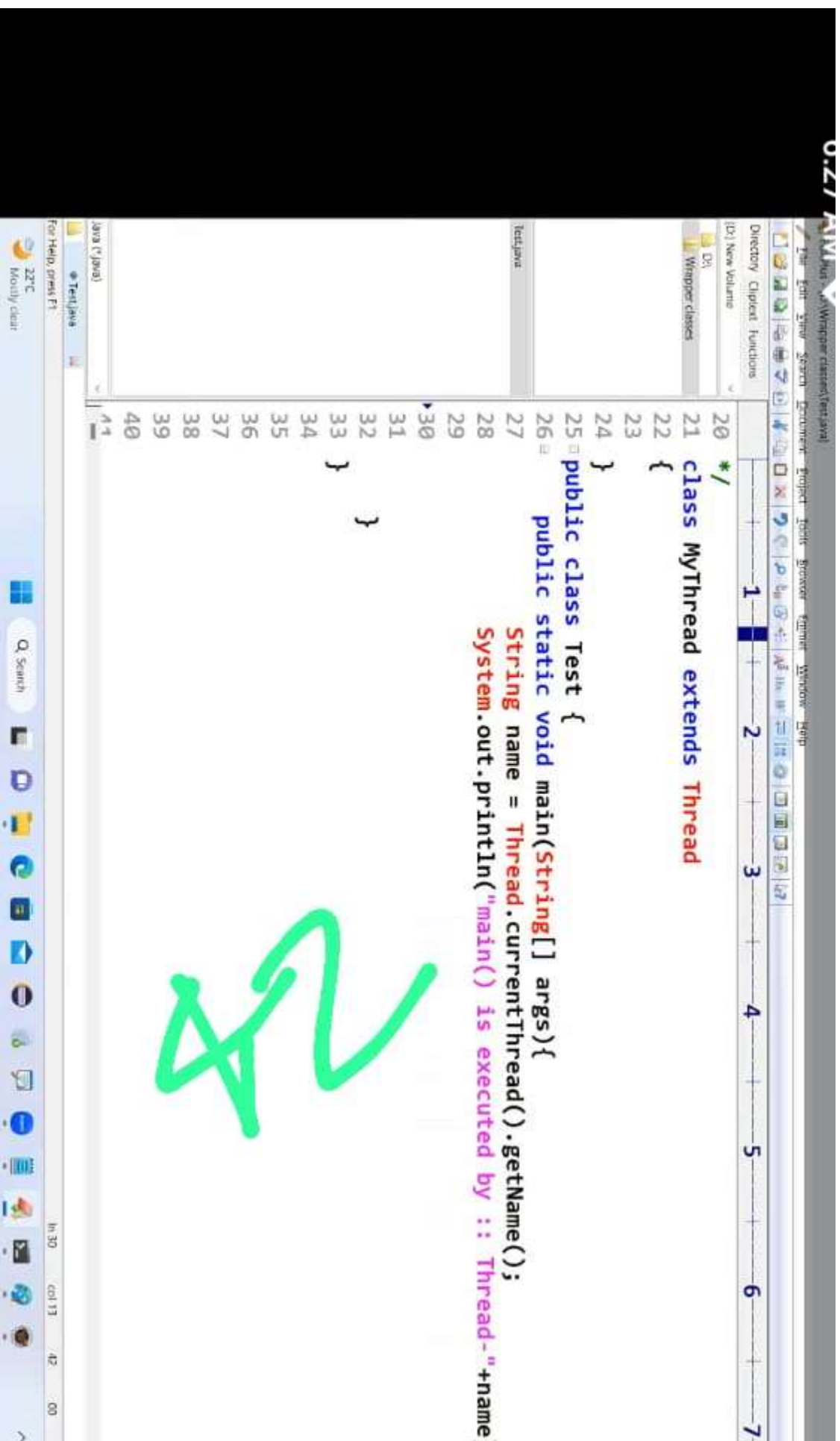
=====

- a. Thread t=new Thread()
- b. Thread t=new Thread(Runnable r)
- c. Thread t=new Thread(String name)
- d. Thread t=new Thread(Runnable r,String name)
- e. Thread t=new Thread(ThreadGroup g, String name);
- f. Thread t=new Thread(ThreadGroup g, Runnable r);
- g. Thread t=new Thread(ThreadGroup g, Runnable r,String name);
- h. Thread t=new Thread(ThreadGroup g, Runnable r,String name,long stackSize);

70







Command Prompt

D:\Wrapper classes>javac Test.java

D:\Wrapper classes>java Test  
main() is executed by :: Thread-main

D:\Wrapper classes>

TH

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Mostly clear



Search



```
Editor - [D:\Whisper classes\test.java]
File Edit View Search Document Project Tools Browser Emmet Window Help
Directory: C:\Program Files\Java\jdk-9.0.4\bin
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D:\
Whisper classes
test.java

23 @Override
24 public void run(){
25     String name = Thread.currentThread().getName();
26     System.out.println("run() is executed by :: "+name);
27 }
28
29 }
30 public class Test {
31     public static void main(String[] args){
32         String name = Thread.currentThread().getName();
33         System.out.println("main() is executed by :: Thread- "+name);
34     }
35     MyThread t = new MyThread();
36     t.start();
37 }
38
39 }
40 }
41
42
43
```

For Help, press F1

22°C Mostly clear

Search

In 26 Col 53 49 22

Command Prompt

X + V

D:\Wrapper classes>javac Test.java

D:\Wrapper classes>java Test

main() is executed by :: main

run() is executed by :: Thread-0

D:\Wrapper classes>

RS

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Mostly clear



Search



```
Editor - [D:\Wrapper classes\test.java]
File Edit View Search Document Project Tools Browser Formatter Window Help
Directory: C:\Program Files\Java
[D:\] New Volume
D:\
Wrapper classes
test.java

23 @Override
24 public void run(){
25     String name = Thread.currentThread().getName();
26     System.out.println("run() is executed by :: "+name);
27 }
28
29 }
30 public class Test {
31     public static void main(String[] args){
32         String name = Thread.currentThread().getName();
33         System.out.println("main() is executed by :: "+name);
34
35
36         MyThread t = new MyThread();
37         t.start();
38
39         Thread.currentThread().setName("Yash Thread");
40         System.out.println("Name of main thread is change to:: "
41             +Thread.currentThread().getName());
42
43
44 }
```



```
public class TestApp{  
    public static void main(String... args){  
        System.out.println(Thread.currentThread().getName());//main  
  
        MyThread t=new MyThread();  
        t.start();  
        System.out.println(t.getName());//Thread-0  
  
        Thread.currentThread().setName("Yash");//Yash  
        System.out.println(Thread.currentThread().getName());//Yash  
  
        System.out.println(10/0);  
        //Exception in thread "Yash" java.lang.ArithmeticException:/by zero  
        TestApp.main()  
    }  
}
```

It is also possible to change the name of the Thread using setName().  
It is possible to get the name of the Thread using getName().

```
Editor - [D:\Wrapper classes\test.java]
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Directory: C:\Program Files\Java\jdk-11.0.10\bin
[D:\New Volume]
D:\
Wrapper classes
test.java

23 @Override
24 public void run(){
25     Thread.currentThread().setName("yash");
26     System.out.println("main() is executed by :: "+Thread.currentThread().getName());
27 }
28
29 }
30 public class Test {
31     public static void main(String[] args){
32         String name = Thread.currentThread().getName();
33         System.out.println("main() is executed by :: "+name);
34     }
35 }
36
37 Thread t = new Thread();
38 t.start();
39
40 Thread.currentThread().setName("yash");
41 System.out.println("main() is executed by :: "+Thread.currentThread().getName());
42 }
43 }
```

Handwritten green signature or mark over the code.

```
public class Breaker {  
    static String o = "";  
    public static void main(String[] args) {  
        z: o = o + 2;  
        for (int x = 3; x < 8; x++) {  
            if (x == 4)  
                break;  
            if (x == 6)  
                break z;  
            o = o + x;  
        }  
        System.out.println(o);  
    }  
}
```

What is the result?

- A. 23
- B. 234
- C. 235
- D. 2345
- E. 2357
- F. 23457

G. Compilation fails.

23

```
if (x == 6)
    break z;
    o = o + x;
}
System.out.println(o);
}
```

What is the result?

- A. 23
- B. 234
- C. 235
- D. 2345
- E. 2357
- F. 23457
- G. Compilation fails.

Answer: G

SD

```
public class Tahiti {  
    Tahiti t;  
    public static void main(String[] args) {  
        Tahiti t = new Tahiti();  
        Tahiti t2 = t.go(t);  
        t2 = null;  
        // more code here 11  
    }  
    Tahiti go(Tahiti t) {  
        Tahiti t1 = new Tahiti();  
        Tahiti t2 = new Tahiti();  
  
        t1.t = t2;  
        t2.t = t1;  
        t.t = t2;  
        return t1;  
    }  
}
```

When line 11 is reached, how many objects are eligible for garbage collection?

- A. 0
- B. 1
- C. 2

```
t2 = null;  
// more code here 11  
}  
Tahiti go(Tahiti t) {  
    Tahiti t1 = new Tahiti();  
    Tahiti t2 = new Tahiti();  
  
    t1.t = t2;  
    t2.t = t1;  
    t.t = t2;  
    return t1;  
}  
}
```

When line 11 is reached, how many objects are eligible for garbage collection?

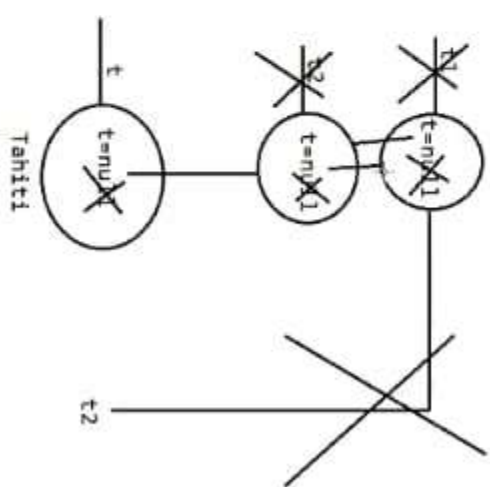
- A. 0
- B. 1
- C. 2
- D. 3

Answer: 0 (island of isolation)





```
public class Tahiti {  
    Tahiti t;  
    Tahiti go(Tahiti t) {  
        Tahiti t1 = new Tahiti();  
        Tahiti t2 = new Tahiti();  
        t1.t = t2;  
        t2.t = t1;  
        t.t = t2;  
        return t1;  
    }  
    public static void main(String[] args) {  
        Tahiti t = new Tahiti();  
        Tahiti t2 = t.go(t);  
        t2 = null;  
        // more code here !!  
    }  
}
```



Q&gt;

```
public class ItemTest {  
    private final int id;  
    public ItemTest(int id) {  
        this.id = id;  
    }  
    public void updateId(int newId) {  
        id = newId;  
    }  
    public static void main(String[] args) {  
        ItemTest fa = new ItemTest(42);  
        fa.updateId(69);  
        System.out.println(fa.id);  
    }  
}
```

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What is the result?

- A. Compilation fails.
- B. An exception is thrown at runtime.
- C. The attribute id in the ItemTest object remains unchanged.
- D. The attribute id in the ItemTest object is modified to the new value.
- E. A new ItemTest object is created with the preferred value in the id attribute.

```
}  
public void updateId(int newId) {  
    id = newId;  
}  
public static void main(String[] args) {  
    ItemTest fa = new ItemTest(42);  
    fa.updateId(69);  
    System.out.println(fa.id);  
}  
}
```

What is the result?

- A. Compilation fails.
- B. An exception is thrown at runtime.
- C. The attribute id in the ItemTest object remains unchanged.
- D. The attribute id in the ItemTest object is modified to the new value.
- E. A new ItemTest object is created with the preferred value in the id attribute.

Answer: A

SS

Q>

```
class Foo {
    private int x;
    public Foo( int x ){ this.x = x;}
    public void setX( int x ) { this.x = x; }
    public int getX(){ return x;}
}

public class Gamma {
    static Foo fooBar(Foo foo) {
        foo = new Foo(100);
        return foo;
    }

    public static void main(String[] args) {
        Foo foo = new Foo( 300 );
        System.out.println( foo.getX() + "-" );

        Foo fooFoo = fooBar(foo);
        System.out.println(foo.getX() + "-");
        System.out.println(fooFoo.getX() + "-");

        foo = fooBar( fooFoo);
        System.out.println( foo.getX() + "-");
    }
}
```

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```
System.out.println( foo.getX() + "-" );  
Foo fooFoo = fooBar(foo);  
System.out.println(foo.getX() + "-" );  
System.out.println(fooFoo.getX() + "-" );  
foo = fooBar( fooFoo );  
System.out.println( foo.getX() + "-" );  
System.out.println(fooFoo.getX());  
}  
}
```

What is the output of the program shown in the exhibit?

- A. 300-100-100-100-100
- B. 300-300-100-100-100
- C. 300-300-300-100-100
- D. 300-300-300-300-100

Answer: B

Q>

LS



```

class Foo {
    private int x;
    public Foo( int x ) { this.x = x; }
    public void setX( int x ) { this.x = x; }
    public int getX() { return x; }
}

```

```

public class Gamma {
    static Foo fooBar( Foo foo ) {
        foo = new Foo(100);
        return foo;
    }
}

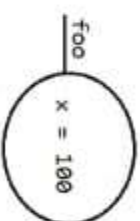
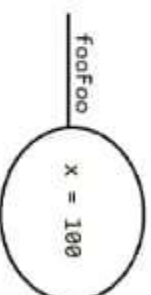
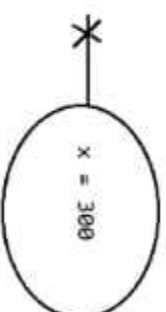
```

```

}
public static void main( String[] args ) {
    Foo foo = new Foo( 300 );
    System.out.println( foo.getX() + "-" );
    Foo fooFoo = fooBar( foo );
    System.out.println( foo.getX() + "-" );
    System.out.println( fooFoo.getX() + "-" );
    foo = fooBar( fooFoo );
    System.out.println( foo.getX() + "-" );
    System.out.println( fooFoo.getX() );
}
}

```

300-300-100-100-100



85



Q&gt;

```
interface Fish {}  
class Perch implements Fish {}  
class Walleye extends Perch {}  
class Bluegill {}  
public class Fisherman {  
    public static void main(String[] args) {  
        Fish f = new Walleye();  
        Walleye w = new Walleye();  
        Bluegill b = new Bluegill();  
        if (f instanceof Perch)  
            System.out.print("f-p ");  
        if (w instanceof Fish)  
            System.out.print("w-f ");  
        if (b instanceof Fish)  
            System.out.print("b-f ");  
    }  
}
```

What is the result?

- A. w-f
- B. f-p w-f

BS