**Livelock**

A livelock happens when two threads keep taking actions in response to the other thread instead of making any progress. The best analogy is to think of two persons trying to cross each other in a hallway. John moves to the left to let Arun pass, and Arun moves to his right to let John pass.

Both block each other now. John sees he’s now blocking Arun and moves to his right and Arun moves to his left seeing he’s blocking John. They never cross each other and keep blocking each other. This scenario is an example of a livelock.

# How to avoid livelocks?

Livelocks can be avoided by making use of ReentrantLock as a way to determine which thread has been waiting longer so that you can assign it a lock. As a best practice, don’t block locks; if a thread can’t acquire a lock, it should release previously acquired locks to try again later.