***Multithreading in Java***

It is the process of executing multiple threads simultaneously.

Multitasking is a process of executing multiple tasks simultaneously. It is achieved by using two ways.

1. Process based multitasking.

2. Thread based multitasking.

Example for Multitasking-

In online session, what are the different activities done by students as?

* Listen the class
* Taking running notes
* Checking mobile

*Process based-*

1. Executing several tasks simultaneously where each task is separate independent process such as multitasking is called as process based.
2. Example 1- Typing java program into eclipse, also listening the audio songs, download a file from internet.
3. In this every activity is independent process here.
4. Example-2 Task manager, see the multiple process list. (Control+Shift+Esc key)
5. Process is heavy weight components.
6. Each process has own address into memory.

*Thread based*-

1. Executing several tasks simultaneously where each task is separate part of same program called as thread based.
2. Example- suppose I have 1000 lines of code into java program and it will take 8 hours to execute it where first 500 line is executed after that remaining 500 lines is executed but there is no any dependency between them so I can run that tasks simultaneously to minimize the execution time.
3. Thread is light weight components.
4. Thread shares the same address space.

What is thread?

It is the smallest unit of program called as Thread.

How to create the Thread?

There are two ways to create the thread as

1. By extending Thread class
2. By implementing Runnable interface.
3. By extending Thread class

|  |
| --- |
| Thread class provide constructors and methods to create and perform  Operations on a thread. Thread class extends Object class and implements Runnable  interface. |

Constructors

|  |
| --- |
| * Thread () * Thread (String name) * Thread (Runnable r) * Thread (Runnable r,String name) |

Methods-

1. **public void run ():**is used to perform action for a thread.
2. **public void start ():**starts the execution of the thread.JVM calls the run () method on the thread.
3. **public void sleep (long milliseconds):**Causes the currently executing thread to sleep (temporarily cease execution) for the specified number of milliseconds.
4. **public void join ():**waits for a thread to die.
5. **public void join (long milliseconds):**waits for a thread to die for the specified milliseconds.
6. **public int getPriority():**returns the priority of the thread.
7. **public int setPriority(int priority):**changes the priority of the thread.
8. **public String getName():**returns the name of the thread.
9. **public void setName(String name):**changes the name of the thread.

**Program for Thread-**

**package** com.threads;

**public** **class** ThreadDemo **extends** Thread {

**public** **void** run () {

**for** (**int** i = 1; i <= 10; i++) {

System.***out***.println(i);

}

}

**public** **static** **void** main (String[] args) {

ThreadDemo thread = **new** ThreadDemo();

thread.start();

}

}

1. By implementing Runnable interface.

The Runnable interface should be implemented by any class whose instances are intended to be executed by a thread. Runnable interface has only one method named run ().

Program-1

**package** com.threads;

**public** **class** ThreadDemo **implements** Runnable {

**public** **static** **void** main (String [] args) {

ThreadDemo thread = **new** ThreadDemo();

Thread t = **new** Thread(thread);

t.start();

}

@Override

**public** **void** run () {

**for** (**int** i = 1; i <= 10; i++) {

System.***out***.println(i);

}

}

}

Note- If you are not extending the Thread class, your class object would not be treated as a thread object. So, you need to explicitly create Thread class object. We are passing the object of your class that implements Runnable so that your class run () method may execute.

When?

**Extending thread class**- if the class is not extending another class then we should go for thread class.

**Implementing runnable interface**- if our class is already extending another class then we could not use extend keyword due to multiple inheritance. So best way to go for runnable interface.

Difference between thread class and runnable interface (Self assignments)

Example- Program for multithreading

**package** com.multi;

**public** **class** MultithreadingExample **extends** Thread {

**public** **void** run () {

**for** (**int** i = 1; i <= 5; i++) {

**try** {

Thread. *Sleep* (500) ;// it will pause the thread execution for particular milliseconds

} **catch** (Exception e) {

System.***out***.println(e.getMessage());

}

System.***out***.println(i);

}

}

**public** **static** **void** main (String [] args) {

MultithreadingExample thread1 = **new** MultithreadingExample();

MultithreadingExample thread2 = **new** MultithreadingExample();

thread1.start();

thread2.start();

}

}

Output-

1

1

2

2

3

3

4

4

5

5

Advantages for multithreading in java

The users are not blocked because threads are independent, and we can perform multiple operations at times

Program-3

**package** com.threads;

**public** **class** ThreadDemo **extends** Thread {

**public** **static** **void** main (String [] args) {

ThreadDemo thread = **new** ThreadDemo();

System.***out***.println(thread.getId());

System.***out***.println(thread.getName());

System.***out***.println(thread.getPriority());

System.***out***.println(thread.getState());

}

}

Output-

12

Thread-0

5

NEW