

unknown

This Code is Active in **72%** of Samples
On Average, **41** Threads Execute Concurrently

Thread Pool com.pel.ucd.inject.DeadLockBug\$1

Operation com.pel.ucd.inject

ions on each Stack

Show Fully Expanded Stacks

Native Code + ZwWaitForSingleObject

RtlInitializeExceptionChain

com.pel.ucd.inject

com/pel/ucd/inject/DeadLockBug\$Friend.bow() line 30

com/pel/ucd/inject/DeadLockBug\$1.run() line 55

WaitPreferencePage.j

DeadLockBug.java

LockContentionBug.ja

HeavyFileReadingBug.

>>2

```
import java.util.Random;
```

```
/*  
 *  
 */
```

```
public class DeadLockBug
```

```
{
```

```
    static class Friend
```

```
{
```

```
        private final String name;
```

```
        public Friend(String name)
```

```
{
```

```
            this.name = name;
```

```
}
```

```
        public String getName()
```

```
{
```

```
            return this.name;
```

```
}
```

```
        public synchronized void bow(Friend bower)
```

```
{
```

```
            System.out.format("%s: %s" + " has bowed to me!\n",
```

```
                this.name, bower.getName());
```

```
            bower.bowBack(this);
```

```
}
```

```
        public synchronized void bowBack(Friend bower)
```

```
{
```

```
            System.out.format("%s: %s" +  
                " has bowed back to me!\n",
```

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Writable

Smart Insert

30 : 37