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J2ME Thread Processing Example

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In the given example, you will learn about the thread and how thread works in J2ME application. An application can run multiple activities simultaneously using thread.

J2ME Thread Processing Example

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In the given example, you will learn about the thread and how thread works in J2ME application. An application can run multiple activities simultaneously using thread. Here we have defined different states of thread...

 The states of Thread is:

running:- Executing code.

ready:- Ready to execute code.

suspended:- Waiting on an external event.

terminated:- Finished executing code.

In the output First of all **process()** thread will be executed then **start()** thread and then **run()** thread will be executed.

The Application is as follows:

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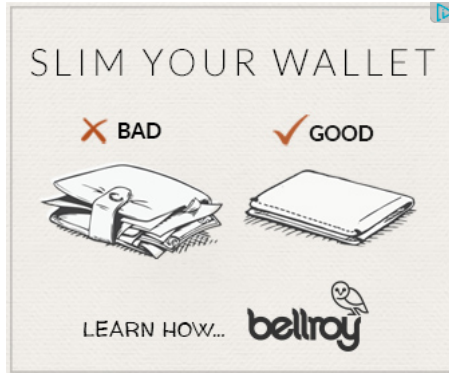
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Source Code of ThreadProcessing.java

```java
import java.io.*;
import javax.microedition.io.*;
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;

public class ThreadProcessing extends MIDlet implements CommandListene
  private Display display;
  private Ticker ticker;
  private Form form;
  private Command exit, start;

  public ThreadProcessing(){
  form = new Form("Thread Processing");
  ticker = new Ticker ("10/17/2008 3:59:59 PM ACC LTD 489.05 (-6.42%)
BHARTI ARTL 676.80 (-7.47%) BHEL 1,194.80 (-9.00%)
ACC LTD 489.05 (-6.42%)  BHARTI ARTL 676.80 (-7.47%)
 BHEL 1,194.80 (-9.00%) DLF LTD* 291.30 (-10.34%)
 GRASIM INDUSTRIES LTD. 1,293.40 (-5.71%) HDFC BANK LT 1,024.05 (-5.82
  exit = new Command("Exit", Command.EXIT, 1);
  start = new Command("Start", Command.SCREEN, 2);
  }

  public void startApp(){
  display = Display.getDisplay(this);
  form.addCommand(exit);
  form.addCommand(start );
  form.setCommandListener(this);
  form.setTicker(ticker);
  display.setCurrent(form);
```

```
    }

    public void pauseApp(){ }

    public void destroyApp(boolean unconditional){
    notifyDestroyed();
    }

    public void commandAction(Command c, Displayable displayable){
    String label = c.getLabel();
    if (label.equals("Exit")){
    destroyApp(false);
    }else if (label.equals("Start")){
    Process process = new Process(this);
    process.start();
    }
    }
}

class Process implements Runnable{
    private ThreadProcessing MIDlet;

    public Process(ThreadProcessing MIDlet){
    this.MIDlet = MIDlet;
    System.out.println("Thread Process...");
    }

    public void run(){
    try{
    transmit();
    System.out.println("Thread Run...");
    }catch(Exception error){
    System.err.println(error.toString());
    }
    }

    public void start(){
    Thread thread = new Thread(this);
    try{
    thread.start();
    System.out.println("Thread Start...");
    }catch(Exception error){}
    }

    private void transmit() throws IOException{}

}
```

Output:

```
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File   Edit   Project   Help

 ◆ New Project ...  ◆ Open Project ...  ◆ Settings ...  ▣ Build  ◆ Run  ▣ Clear Console

Device: DefaultColorPhone                                  ▼

Project settings saved
Building "Tutorials"
Build complete
Running with storage root DefaultColorPhone
Thread Process...
Thread Start...
Thread Run...
```

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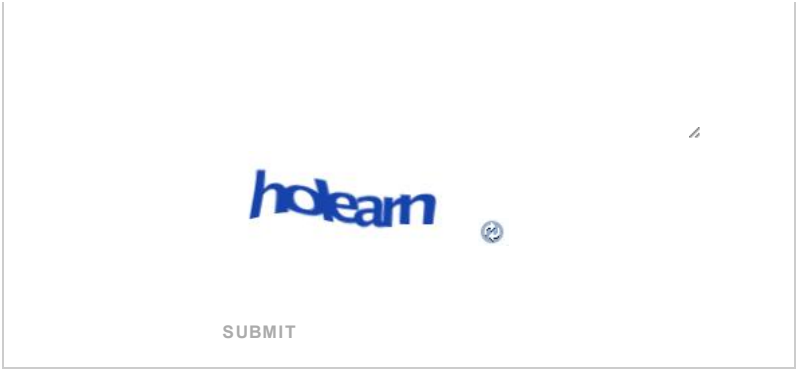
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