

! Volatile → keyword

ex:

```
class process extends Thread
{
    volatile
    private boolean running = true;
    public void run() {
        while (running) {
            System.out.println("Hello");

            try {
                Thread.sleep(100);
            }
            catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }

    public void shutdown() {
```

running = false;

}

{

class App {

public static void main(String[] args)  
{

process proc = new process();

proc.start();

System.out.println("press Enter to stop..");

Scanner scan = new Scanner(System.in);

scan.nextLine();

proc.shutdown();

}

{

## Explanation

Total 2 threads running

✓ main-thread

✓ process-thread

w/o - volatile keyword ⇒

To change/modify value in

process thread, from main method thread it may not work in all the

systems. Also it's not a good

practice.

is in kernel in

eg:- running - keyword in above program.

With-Volatile keyword  $\Rightarrow$

If one update "running" value. it will work in all systems & also its a good practice.

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Synchronized keyword:-

Every object in java has intrinsic lock  
(or)

Monitor lock

(or)

Mutex.

✓ If we call Synchronized method of an object here, we have to acquire the intrinsic lock before the call.

✓ if Thread-1 acquires the intrinsic lock & runs this method, and if another thread Thread-2 call same method at same time. Thread 2 should wait until first thread execution completes.

✓ Intrinsic locks can acquire by only one thread at a time.

Ex:-

```
public class App {
```

```
    private int count = 0;
```

```
public synchronized void increment()
{
    Count++;
}
```

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

```
    App app = new App();
```

```
    app.doWork();
```

```
}
```

```
public void doWork() {
```

```
    Thread t = new Thread(new Runnable() {
```

```
    {
```

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

```
for(int i=0; i<1000; i++) {
    increment();
}
```

```
Thread t2 = new Thread(new Runnable()
{
    public void run() {
```

```
for(int i=0; i<10000; i++) {
    increment(f);
}
```

$$t_i \cdot \text{start}()$$

$t_2.\text{start}()$

try {

$t_1.\text{join}();$

$t_2.\text{join}();$

}

~~$\text{catch}()$~~

}

~

Serial ("Count = 4")

Explanation:

not synchronized,

Count value changes.

not synchronized,



with 2 threads.

Count will be 20,000.

only one thread can  
access the method:

== \* ==

