Dt: 23/11/2022

1.Thread Creation:

=>The process of creating thread using start() method is known as Thread creation process or New Thread creation.

2.Ready-to-run:

=>The state of thread which is ready to execute by Thread-scheduler is known as Ready-to-run.

3.Running:

=>The state in which the thread under execution is known a "Running State"

Note:

=>Thread Scheduler will shedule the threads from Ready-to-run state to running state based on algorithms.

(a)Thread-Completion:

=>The state in which the thread executed successfully and generated result is known as Thread-Completion state.

(b)Thread-Blocked-state:

=>The state in which the thread is temporarly blocked from execution is known as Blocked state.

Note:

=>when we use wait() or sleep() methods then the thread in under blocked state.
=>wait() method will block the thread execution until it receives msg in the
form of notify() or notifyAll()
=>sleep() method will block the thread execution in sime timer
Thread-Dead-Lock :
=>The permanent blockage of thread is known as Thread-Dead-lock.
Note:
=>If any event raised under blocked state is permanent then the thread is under
deadlock.
faq:
define LiveLock?
=>The temporary blockage of thread is known as LiveLock.
(Blocked state of thread is known as LiveLock)
faq:
define Daemon Thread?
=>The thread which executes contineously is known as Daemon Thread
(Server Service threads are daemon threads)
Application of Threads:

(i)Threads are used in Server Application development
(ii)Threads are used in Server Development
(iii)Threads are used in Gaming Applications
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define "java.lang.Object" class?
=>"java.lang.Object" class is the ParentClass or SuperClass of all the classes
declared in the application.
=>The following are some important methods of "Object" class:
1.hashCode()
2.toString()
3.clone()
4.equals()
5.wait()
6.notify()
7.notifyAll()
8.getClass()
9.finalize()
1.hashCode():
=>The unique numeric number which is generated while object creation process is
known as hashCode.
=>we use hashCode() method to display the hashCode of an object.
syntax:

```
int hc = obj.hashCode();
 =>we display the hashCode to check the object is created or not.
2.toString():
 =>toString() method is used to display the content from the object.
  syntax:
  String data = obj.toString();
 =>toString() method is auto-executable method and which is executed automatically
  when we display object_reference
*imp
3.clone():
 =>The process of creating the duplicate copy of an object is known as cloning
process.
 =>we use clone() method to perform Object-Cloning process.
 syntax:
 Object o = obj.clone
Types of Cloning processes:
 =>Cloning process is categorized into two types:
   (a)Shallow Cloning process
   (b)Deep Clonning process
(a)Shallow Cloning process:
```

are not cloned. (b)Deep Clonning process: =>In Deep Cloning process both OuterObjects and reffered Objects are cloned. =>The following steps are used in Cloning process: step-1: The user-defined class must be implemented from "java.lang.Cloneable" interface step-2: The user-defined class must be declared with one user-defined Object return type method step-3: This user-defined Object return type method will call pre-defined clone() method to perform cloning process step-4: we call user-defined object return type method to start the cloning process Ex-program: Demonstrating "Shallow Cloning Process". EmpContact.java package test; public class EmpContact extends Object{ public String mailId; public long phoneNo; @Override public String toString() { return "MailId:"+mailId+"\nPhoneNo:"+phoneNo; }

=>In Shallow Cloning process only OuterObjects are cloned and referred objects

```
}
Employee.java
package test;
public class Employee extends Object implements Cloneable{
      public String empId, name, desg;
     public EmpContact ec = new EmpContact();
      @Override
     public String toString() {
       return "EmpId: "+empId+"\nEmpName: "+name+"\nEmpDesg:
     public Object startCloning() {
       Object o = null;
       try {
       o = super.clone();
       }catch(Exception e) {e.printStackTrace()
       return o;
}
DemoObject1.java(MainClass)
package maccess;
import test.*;
import java.util.*;
public class DemoObject1 {
     public static void main(String[] args) {
            Scanner s = new Scanner(System.in);
            //Original Object
   Employee ob1 = new Employee();
   System.out.println("Enter the empld:");
   ob1.empId = s.nextLine();
   System.out.println("Enter the empName:");
```

```
ob1.name=s.nextLine();
System.out.println("Enter the empDesg:");
ob1.desg=s.nextLine();
System.out.println("Enter the MailId:");
ob1.ec.mailId=s.nextLine();
System.out.println("Enter the PhoneNo:");
ob1.ec.phoneNo = s.nextLong();
System.out.println("******Original Object*****
System.out.println("====Display data from Objects=
System.out.println(ob1);
System.out.println(ob1.ec);
System.out.println("====hashCodes===");
System.out.println("hashCode of Employee Object: "+ob1.hashCode());
System.out.println("hashCode of EmpContact Object: "+ob1.ec.hashCode());
//Cloned Object or Duplicate Object
Employee ob2 = (Employee)ob1.startCloning();
System.out.println("********Cloned Object*********");
System.out.println("=====Display data from Objects====");
System.out.println(ob2);
System.out.println(ob2.ec);
System.out.println("====hashCodes===");
System.out.println("hashCode of Employee Object: "+ob2.hashCode());
System.out.println("hashCode of EmpContact Object: "+ob2.ec.hashCode());
s.close();
```

```
}
}
o/p:
Enter the empld:
A121
Enter the empName:
Raj
Enter the empDesg:
SE
Enter the MailId:
raj@gmail.com
Enter the PhoneNo:
9898981234
********Original Object*
====Display data from Objects==
Empld:A121
EmpName:Raj
EmpDesg:SE
MailId:raj@gmail.com
PhoneNo:9898981234
====hashCodes===
hashCode of Employee Object: 2074407503
hashCode of EmpContact Object: 999966131
********Cloned Object*******
```

====Display data from Objects====
Empld:A121
EmpName:Raj
EmpDesg:SE
Mailld:raj@gmail.com
PhoneNo:9898981234
====hashCodes===
hashCode of Employee Object : 1989780873
hashCode of EmpContact Object : 999966131