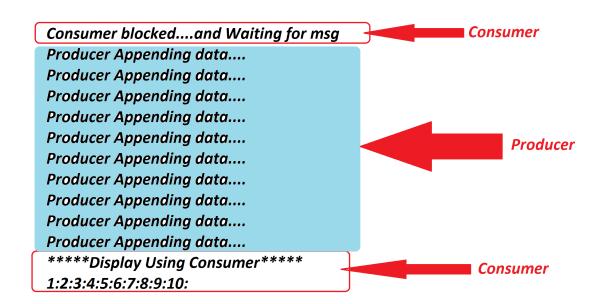
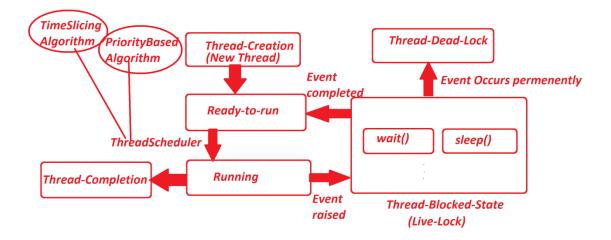
```
Ex:(Program to demonstrate Producer-Consumer problem)
```

```
Producer.java
package test;
public class Producer implements Runnable{
     public StringBuffer sb=null;
     public Producer() {
          sb = new StringBuffer();//Buffer created while
Constructor execution
     @Override
     public void run() {
      try {
           //Locking the Buffer
           synchronized(sb) {
                for (int i=1;i<=10;i++)</pre>
                      sb.append(i+":");//Adding data to Buffer
                     System.out.println("Producer Appending
data...");
                      Thread.sleep(2000);
                }//end of loop
                sb.notify();
     //release the lock on buffer and Send message to next
waiting thread
           }//end of lock
      }catch(Exception e) {e.printStackTrace();}
}
Consumer.java
package test;
public class Consumer implements Runnable{
     public Producer prod=null;
     public Consumer(Producer prod) {
          this.prod=prod;
    @Override
     public void run() {
     try {
          //Locking the Buffer
          synchronized(prod.sb) {
```

```
System.out.println("Consumer blocked....and
Waiting for msg");
                 prod.sb.wait();
                 System.out.println("****Display Using
Consumer****");
                 System.out.println(prod.sb.toString());
           }//end of lock
     }catch(Exception e) {e.printStackTrace();}
}
DemoThread5.java(MainClass)
package maccess;
import test.*;
public class DemoThread5 {
     public static void main(String[] args)
       Producer p = new Producer();
       Consumer c = new Consumer (p);
        Thread t1 = new Thread(p);
        Thread t2 = new Thread(c);
        t2.start();//Consumer
        t1.start();//Producer
     ŀ
}
o/p:
Consumer blocked....and Waiting for msg
Producer Appending data....
```







Note:

=>Consumer will wait using wait() method until Producer sends the msg in the form of notify().

faq:

define Thread Life-Cycle?

=>Thread Life-Cycle demonstrates different states of thread from thread-creation to thread-completion or thread-creation to thread-termination.

- =>The following are the stages of thread:
 - 1.Thread Creation
 - 2.Ready-to-run
 - 3.Running
 - (a)Thread-Completion
 - (b)Thread-Blocked-state

=>Thread-Dead-Lock

Diagram:

