

is there zombie thread?

Zombie -> A process which is getting executed without any parent.

Threads -> Jvm will create main thread----> using main thread -> our threads
MainThread(P) -----> UserDefinedThread(Child)

we are not making the main to daemon thread then y it is showing the exception
DaemonThread-> A thread which runs in the background and supports other threads

are called "Daemon thread".

Main thread is not a Deamon thread it is normal thread.

Excpetion will come only if

a. u start a thread and then try to make it as "Daemon".

can we invoke garbage collector implicitly sir ?

yes ,it is possible through finalize().(Garbagecollector topic)

Q> Can we create our own immutable class?

Immutable -> Once object created with a data,if we try to make a change then

rather new Object that change will not happen on the same object

will be created.

eg: String,Wrapper class.

eg:

```
class CreateImmutable{
    //instance variable
    private int i;

    //constructor
    CreateImmutable(int i){
        this.i=i;
    }

    //instance method
    public CreateImmutable modify(int i){
        if(this.i ==i)
            return this;//return current object
        else
            return new CreateImmuatable(i);//return by creating
new object
    }
}

public class Demo{
    public static void main(String[] args){
        CreateImmutable c1= new CreateImmutable(10);
        CreateImmutable c2= c1.modify(10);
        CreateImmutable c3= c1.modify(100);
        System.out.println(c1==c2);//true
        System.out.println(c1==c3);//false
    }
}
```

is it possible to set priority for daemon threads? if yes then is this legal or possible

: t1.setPriority(10) where t1 is daemon thread?
Daemon thread priority if u give then also no impact as they run behind the main thread

synchronized
When multiple threads tries to act on single resource simultaneously there would be a problem of "Data Inconsistency". This problem can be avoided through "synchronized keyword".
synchronized can be applied at 2 levels
a. method level
a. instance method level -> JVM will put lock of the Thread at Object level
b. static method level -> JVM will put lock of the Thread at class level.
b. block level

```
class Demo{
    public synchronized void m1(){
    }
    public synchronized void m3(){
    }

    public static synchronzied void m2(){
    }
    public static synchronzied void m4(){
    }
    public void m5(){
    }
}
```

Threads
t1-> m1()[Object level lock is required]
t2-> m3()[t2 will be waiting till object level lock is released by t1]
t3-> m2()[Class level lock is required]
t4-> m4()[t4 will be waiting till Class level lock is released by t3]
t5-> m5()[No lock is required]

Hi sir what happens if we create two threads and assign them with same priority.
Will conflict occur?

No, becoz TS uses differetnt algorithm to assign the cpu time.

how a string is used as a resource in synchronized block
syntax: synchronized(object){

}

why main thread has default priority of 5 as max priority allowed is 10 for higher priority

JVM thread priority			
	1	5	10
	MIN	AVG	MAX

```

Thread.sleep(10) how it invoke sleep for current thread?
Thread.currentThread().sleep(1000);
public class Thread{
    public static void sleep(int millisecond){
        //logic of sleep
    }
}

```

If join() is not best case, what's its purpose please?

task are dependent on each other and they are such that without completing one

task other task should not be continued, in these scenarios we use "join()".

eg:

wedding card printed t1	distribution of wedding card t2	book wedding hall
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```

t3
|
|
|
t2.join()
t1.join()

```

if we give high priority for thread1 and lower priorities for thread2 and 3 will thread1 go to

running state first or still it depends on thread scheduler's internal logic?

thread1 -> 10

thread2 -> 1

thread3 -> 1

since the thread1 is having high priority it will enter into running state.

b/w thread2 and thread3 ThreadScheduler decides whom to give the cpu time.

how can we say StringBuffer is synchronized, reason?

StringBuffer -> Jdk1.0

All the methods present in StringBuffer are synchronized

so we say the StringBuffer

resource is "synchronized".

Any resource if it is synchronized it means the resource is "Thread safe".

how to check how many threads are running currently

Thread.isAlive() -> returns boolean value through which u can check
vch thread is alive.

q. sir, as you said in try(R) R should be the classes which implement AutoCloseable(I),

so are there any resource classes which do not implement it but are required in our programming?

In that case we should write finally block, right??

try(R) -----> An object which implements java.io.AutoCloseable

multithreading -> resource it is any Object

if u r using try(R) compulsorily it should implement AutoCloseable otherwise use
try{} catch(){}finally{}

can you pls explain the relationship (if any) between Java Thread, OS Thread and

number of processors on the host?

Java -> Architectural neutral

it would not worry about the underlying os and its

architecture becoz of JVM.

OS -> os concepts and its algorithms

no of processors -> Microprocessor architecture.

sir is it the rule that in case of single resources for multiple thread object we use synchroed keyword

if required? or we can use synchrozed for different resources?

synchronzied -> one resource used by multiple threads.

to avoid data inconsistency we use "synchronized".

Can we set main Thread priority less than user-defined threads? -> please answer

main() -> 5

t1 -> change(t1.setPriority).

If we change the priority order of execution will be different and we can't predict results.