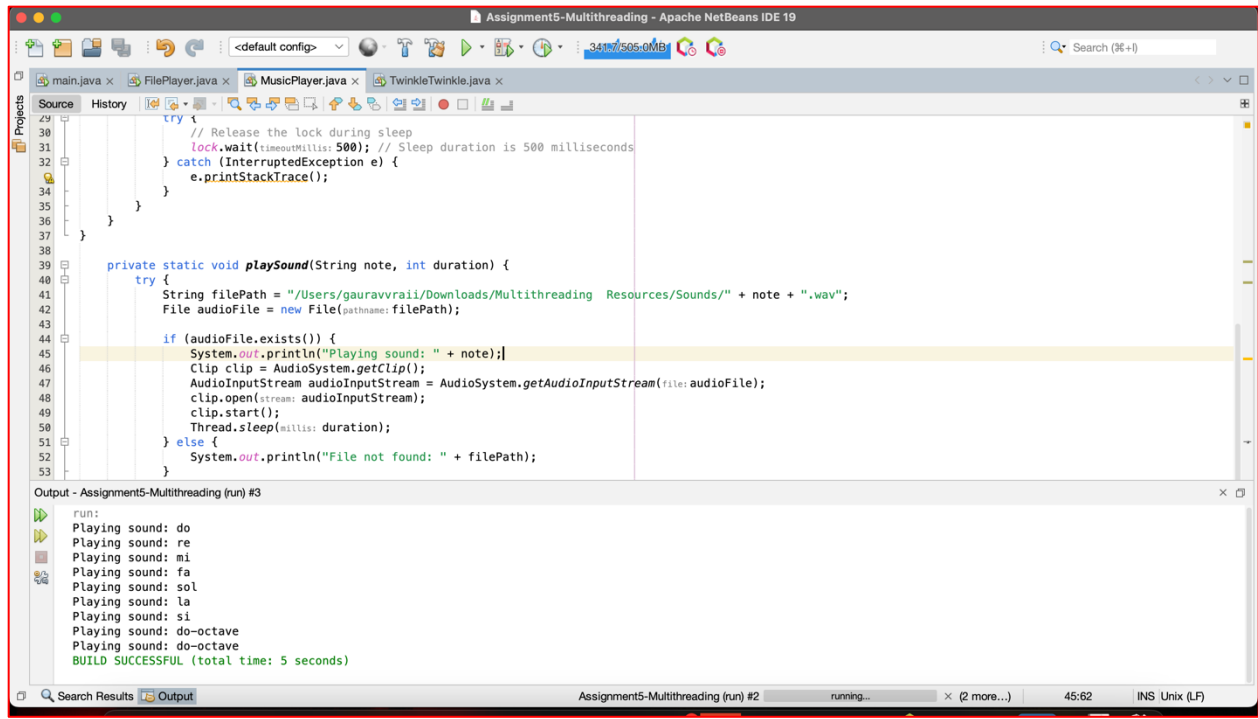


## Assignment 5 – Multithreading

### Output:

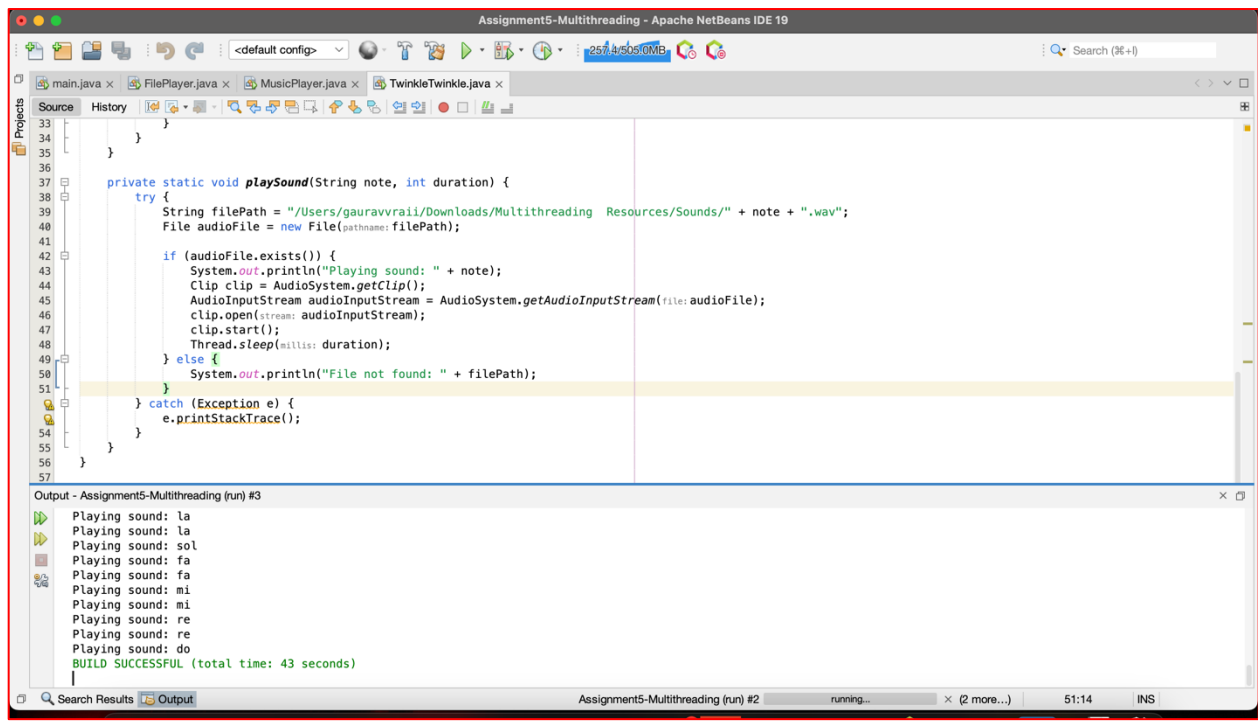


```
try {
    // Release the lock during sleep
    lock.wait(timeoutMillis: 500); // Sleep duration is 500 milliseconds
} catch (InterruptedException e) {
    e.printStackTrace();
}

private static void playSound(String note, int duration) {
    try {
        String filePath = "/Users/gauravvrai/Downloads/Multithreading Resources/Sounds/" + note + ".wav";
        File audioFile = new File(pathname: filePath);

        if (audioFile.exists()) {
            System.out.println("Playing sound: " + note);
            Clip clip = AudioSystem.getClip();
            AudioInputStream audioInputStream = AudioSystem.getAudioInputStream(file: audioFile);
            clip.open(stream: audioInputStream);
            clip.start();
            Thread.sleep(millis: duration);
        } else {
            System.out.println("File not found: " + filePath);
        }
    }
}
```

run:  
Playing sound: do  
Playing sound: re  
Playing sound: mi  
Playing sound: fa  
Playing sound: sol  
Playing sound: la  
Playing sound: si  
Playing sound: do-octave  
Playing sound: do-octave  
BUILD SUCCESSFUL (total time: 5 seconds)



```
private static void playSound(String note, int duration) {
    try {
        String filePath = "/Users/gauravvrai/Downloads/Multithreading Resources/Sounds/" + note + ".wav";
        File audioFile = new File(pathname: filePath);

        if (audioFile.exists()) {
            System.out.println("Playing sound: " + note);
            Clip clip = AudioSystem.getClip();
            AudioInputStream audioInputStream = AudioSystem.getAudioInputStream(file: audioFile);
            clip.open(stream: audioInputStream);
            clip.start();
            Thread.sleep(millis: duration);
        } else {
            System.out.println("File not found: " + filePath);
        }
    } catch (Exception e) {
        e.printStackTrace();
    }
}
```

run:  
Playing sound: la  
Playing sound: la  
Playing sound: sol  
Playing sound: fa  
Playing sound: fa  
Playing sound: mi  
Playing sound: mi  
Playing sound: re  
Playing sound: do  
BUILD SUCCESSFUL (total time: 43 seconds)