Lab Exercise-6

Advanced Programming Lab-II

1. **Understanding threads**

   Make two threads, table2 and table3. table2 will print the table of 2, as 2 x 1 = 2 to 2 x 10 =20. table3 will do the same for table of 3. Start the two threads. What is the output?

2. **Avoid racing**

   What can be done in problem 1 to get an ordered output? Ordered output means, first get the table of either 2 or 3 and then get the table of the other number. This time while printing tables, insert a gap of 2 seconds in between.

3. **Blinking and Training**

   Write a program such that your console will show "training –", "training /", and "training \" until a tutor is reading table of '2' (2 x 1 = 2 to 2 x 10 =20) before a Robot. After the tutor is done reciting table, robot will recite the same table in reverse order (2 x 10 = 20 to 2 x 1 =1).

   Hint: You are to perform two tasks at a time. Showing the blinking effect on the console and training the robot. Create two threads 'blinker' and 'table'. blinker will do the blinking on the console until the tutor is done. Once the tutor is done, blinking is stopped and robot will recite the table of 2 in reverse order. You may use, stack to emulate robot. Use join (), isAlive ( ), and Thread.sleep() methods. You will also need to use SOP("\b"), SOP("\\"), SOP("-") and SOP("/").