<u>OOAD</u>

MULTI THREADING IN JAVA

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For optimal CPU utilization, Java's multithreading feature enables the simultaneous execution of two or more software components, each referred to as a thread. Threads are lightweight processes within a larger process.

Threads can be created using two mechanisms: extending the Thread Class or implementing the Runnable Interface. When extending the Thread class, our class cannot extend any other class due to Java's lack of support for multiple inheritance. However, if we implement the Runnable interface, our class can still extend other base classes.

Implementing the Runnable interface provides an object that can be shared among multiple threads. Although the basic functionality of a thread can be achieved by extending the Thread class, the Runnable interface offers advantages such as greater flexibility and the ability to extend other base classes.

The Thread class provides additional inbuilt methods such as yield(), interrupt(), etc., which are not available in the Runnable interface.

Code:

```
import java.io.BufferedReader;
import java.io.FileOutputStream;
import java.io.IOException;
import java.io.InputStreamReader;
import java.net.URL;
import java.util.regex.Matcher;
import java.util.regex.Pattern;
public class DownloadManager {
    public static void main(String[] args) {
        String inputFilename = "urls.txt"; // Change this to the input file name
        BufferedReader reader = null;
        try {
            reader = new BufferedReader(new InputStreamReader(
                    DownloadManager.class.getResourceAsStream(inputFilename)));
            String urlStr;
            while ((urlStr = reader.readLine()) != null) {
                Thread t = new Thread(new DownloadThread(urlStr));
                t.start();
        } catch (IOException e) {
            e.printStackTrace();
            if (reader != null) {
                try {
                    reader.close();
                } catch (IOException e) {
                    e.printStackTrace();
    private static class DownloadThread implements Runnable {
        private String urlStr;
        public DownloadThread(String urlStr) {
            this.urlStr = urlStr;
        @Override
        public void run() {
            try {
                URL url = new URL(urlStr);
                String filename = getFileNameFromUrl(url);
                FileOutputStream outputStream = new FileOutputStream(filename);
                byte[] buffer = new byte[4096];
                int bytesRead;
                while ((bytesRead = url.openStream().read(buffer)) != -1) {
                    outputStream.write(buffer, 0, bytesRead);
```

URLS:

```
# url.txt

1    https://example-files.online-convert.com/document/txt/example.txt

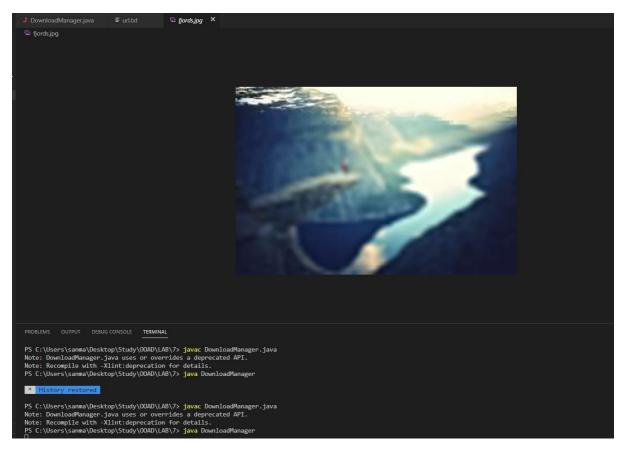
2    https://cdn.discordapp.com/attachments/1061299396291080273/1081288165760978965/UE20C5352_Unit3_Slides.pdf

3    https://www.w3schools.com/w3images/fjords.jpg

4    https://file-examples.com/storage/fef1706276640fa2f99a5a4/2017/04/file_example_MP4_480_1_5MG.mp4

5    https://en.wikipedia.org/wiki/Maharana_Pratap
```

IMAGE:



VIDEO:

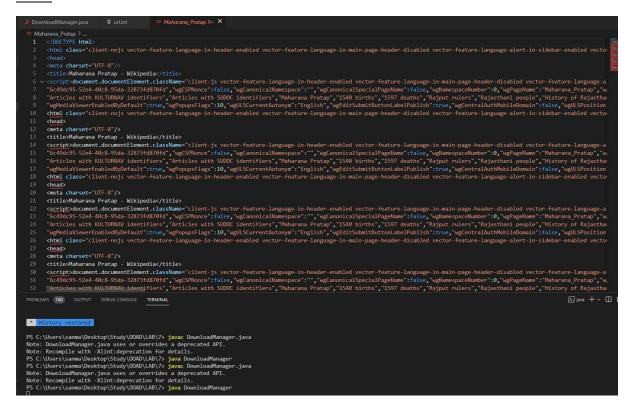


PDF:

```
DownloadManager.java
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        PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
   PS C:\Users\sanma\Desktop\Study\OOAD\LAB\7> javac DownloadManager.java Note: DownloadManager.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
PS C:\Users\sanma\Desktop\Study\OOAD\LAB\7> java DownloadManager
   PS C:\Users\sanma\Desktop\Study\OOAD\LAB\7> javac DownloadManager.java Note: DownloadManager.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
PS C:\Users\sanma\Desktop\Study\OOAD\LAB\7> java DownloadManager
```

HTTP:



TEXT FILE:

