Future ⇒ It is a placeholder / bucket for the value that Callable might return in the future, it lets Callable the current to complete initialization and move ahead.

Array adder ⇒ [1, 2, 3, 4, 5]

Integer call();

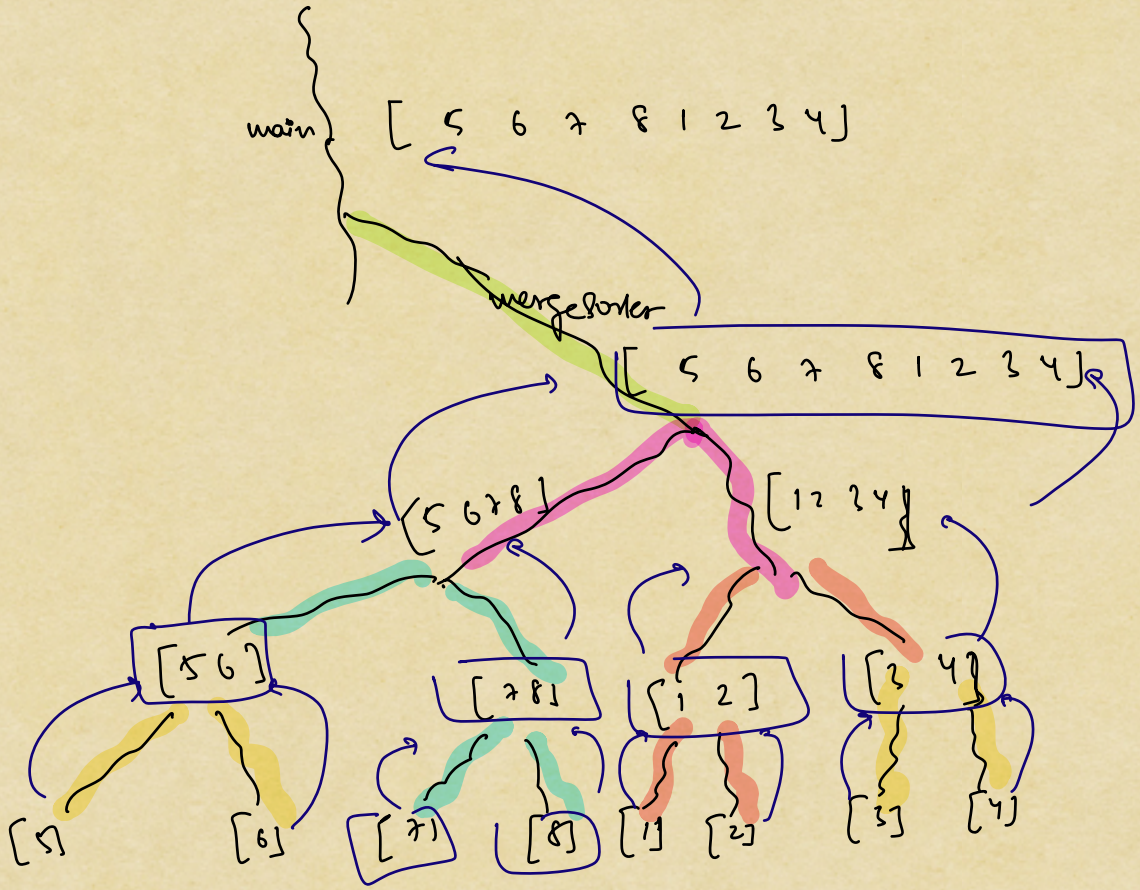
int sum = executor.submit(adder);

① calling the executor the start executing the adder task

② whatever adder will return will be initialised to sum variable

Future<Integer> sum = executor.submit(sum);

sum.get() ← gets the actual value



Main

Thread t1 = t1.start();

Thread t2 = t2.start();

Sout("———");

Main thread doesn't wait for t1 & t2 to execute completely

JOIN : If we call join from a thread to another thread. it will wait until the next thread doesn't end.

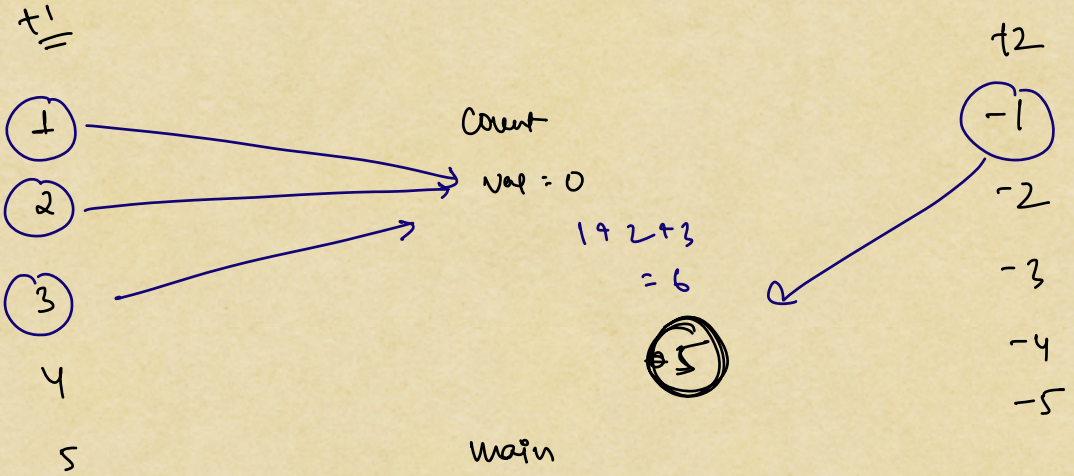
Main

```
Thread t1 = t1.start();
Thread t2 = t2.start();

t1.join();

sout("——————");
```

main will wait until t1 completes.



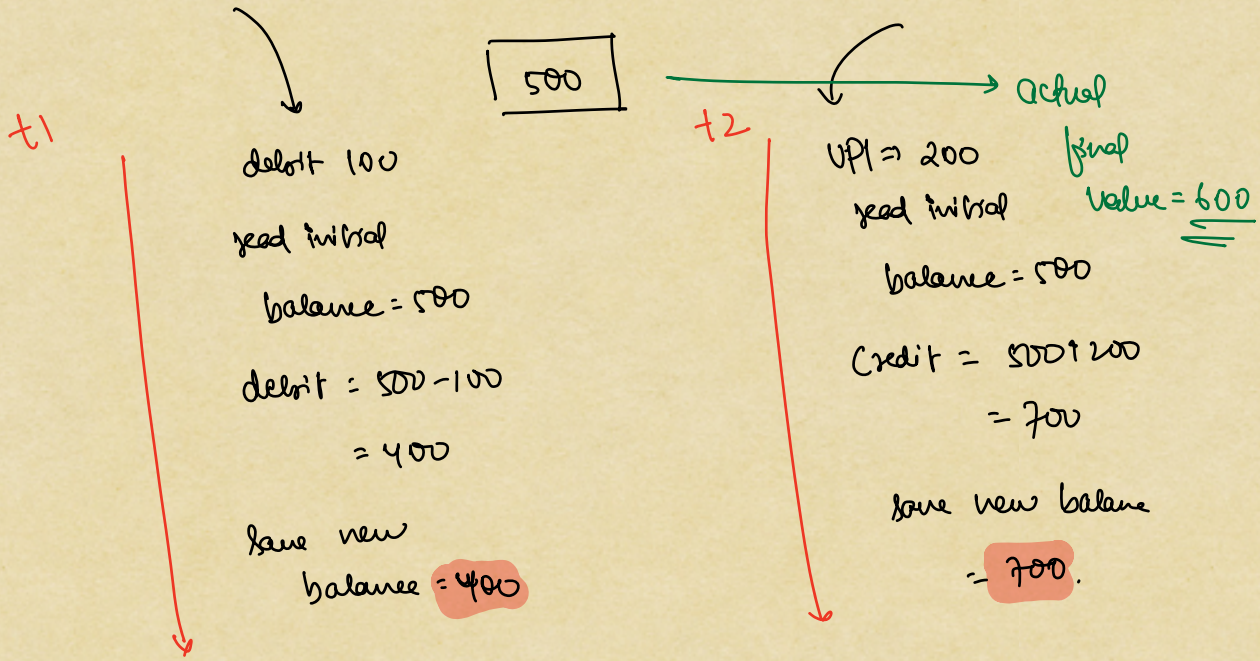
main

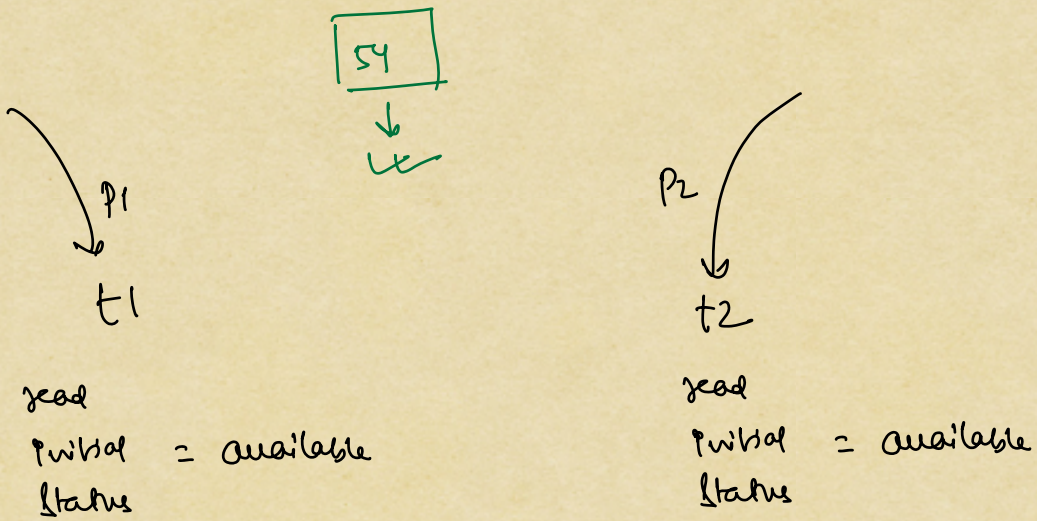
t1

t2

→ print(val) → 5

multiple threads try to read and write on the same datapoint there is a high chance of ambiguous results.



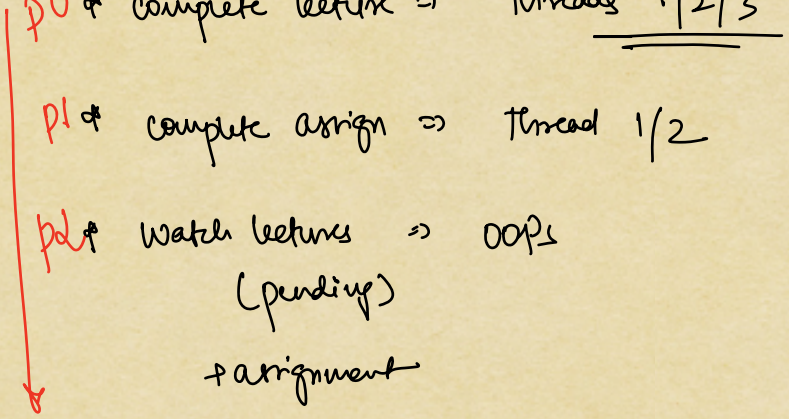


Friday | Sat | Sun

OOPS → 1, 2, 3, 4, wit. final (6)

Threads → 1 | 2 | 3

task =>


p0 * complete lecture => Threads 1/2/3
p1 * complete asrign => Thread 1/2
p2 * watch lectures => OOPs
(pending)
+ assignment