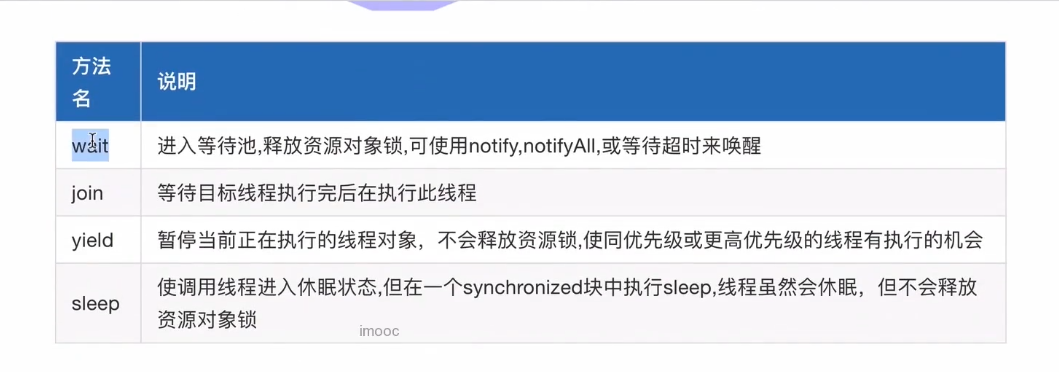
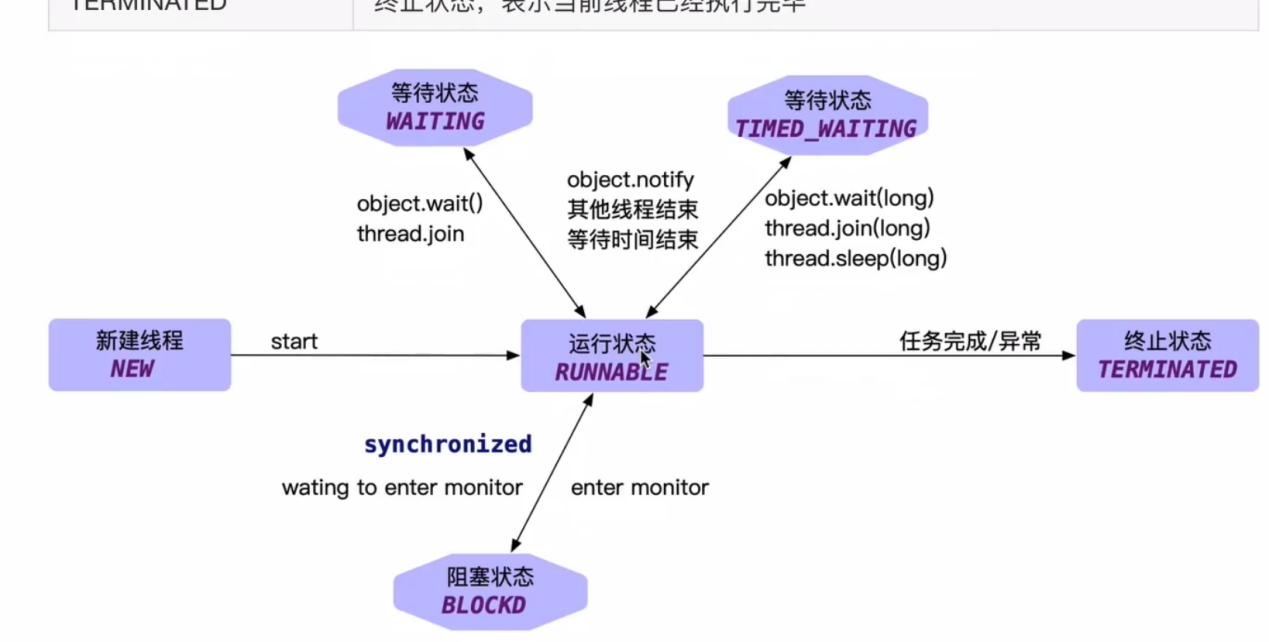
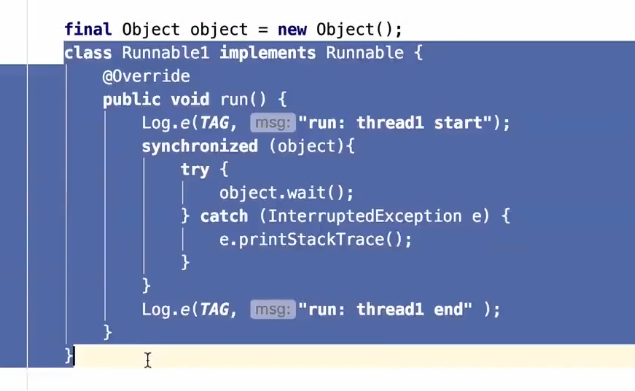
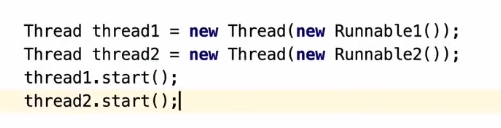
一：线程

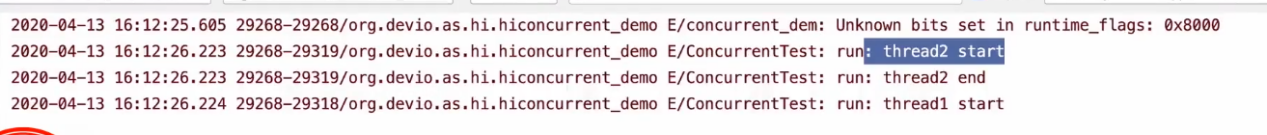




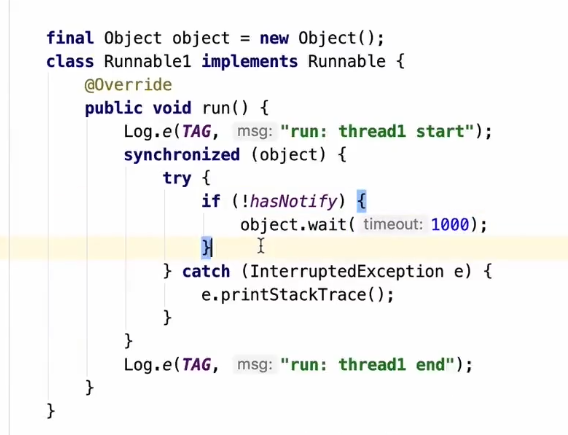




Wait 方法会释放资源锁，thread1 先拿到资源锁，wait 释放资源锁，thread2 拿到资源锁

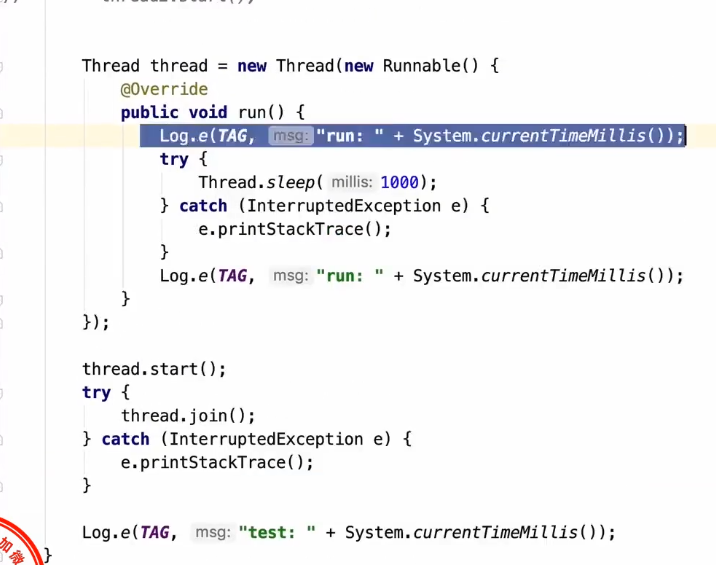
我们在使用wait(),notify (),一定要保证wait()先执行，notify()后执行，上例先执行了notify(),在执行了thread1 的wait(),thread1 object 被wait(),导致死锁

解决：



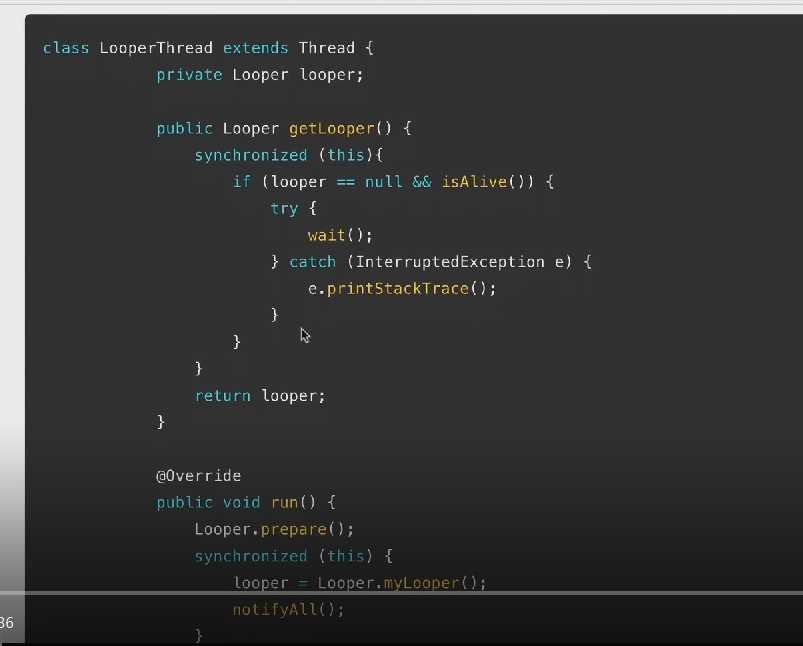








主线程向子线程发送消息

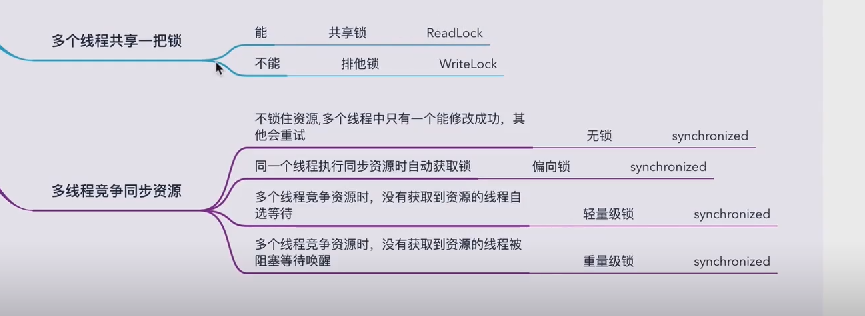
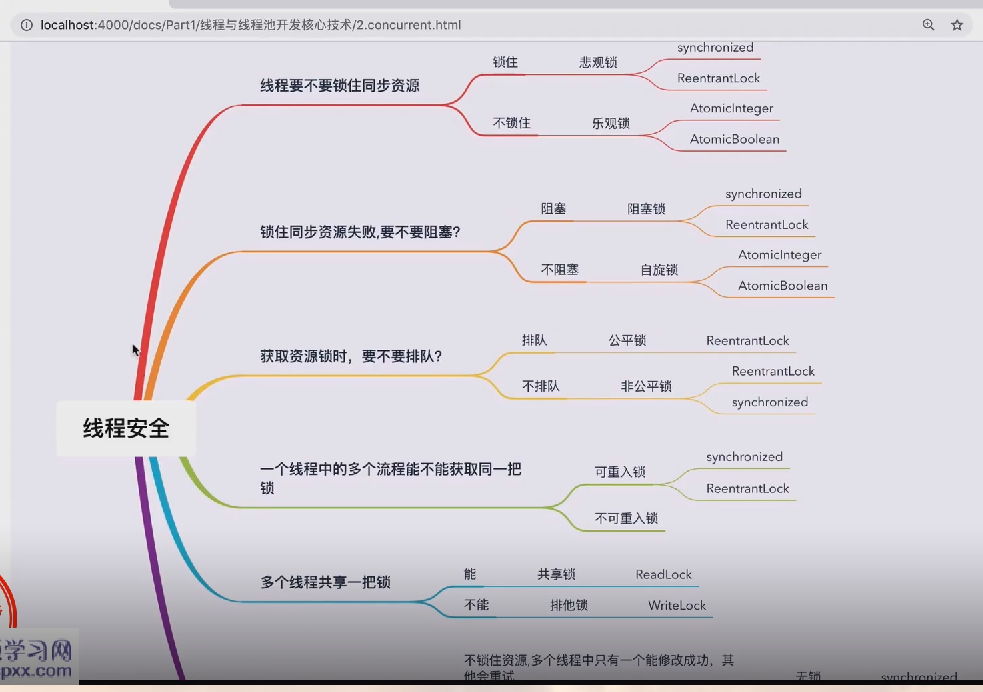


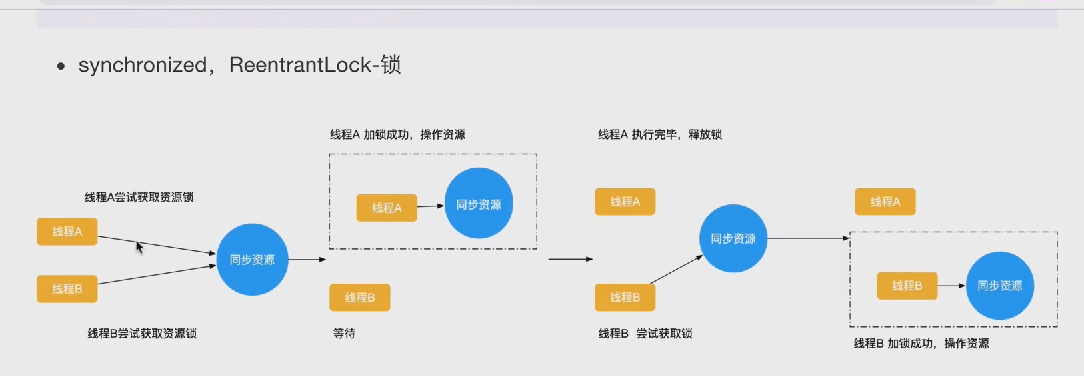
开启线程

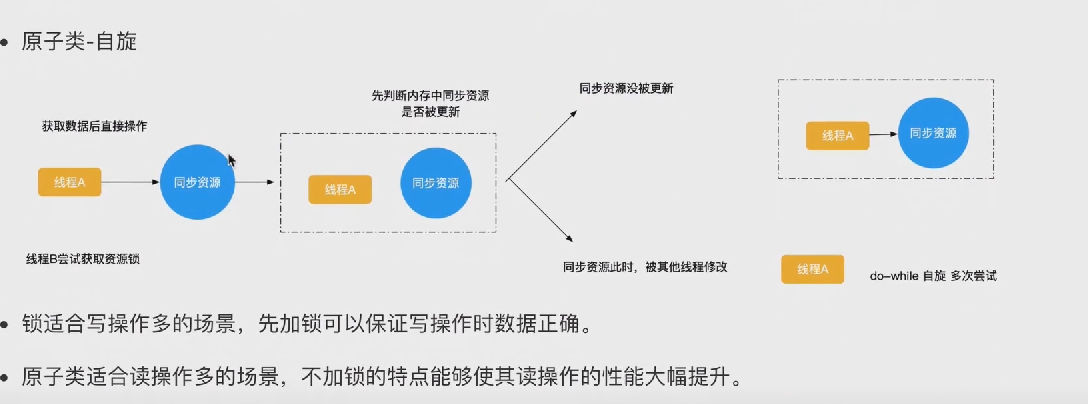




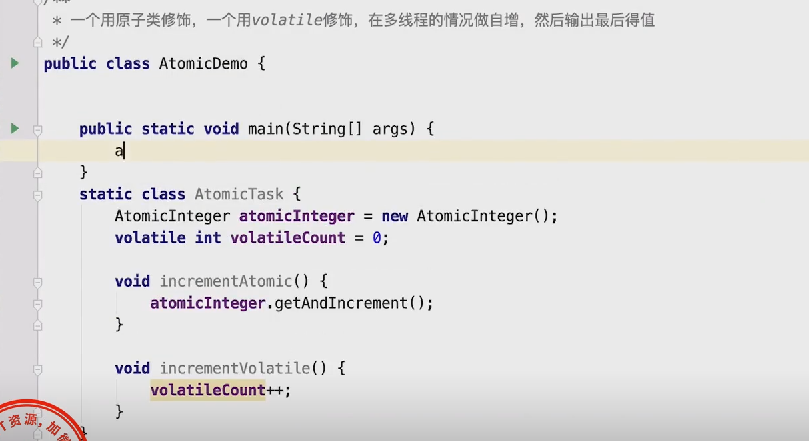
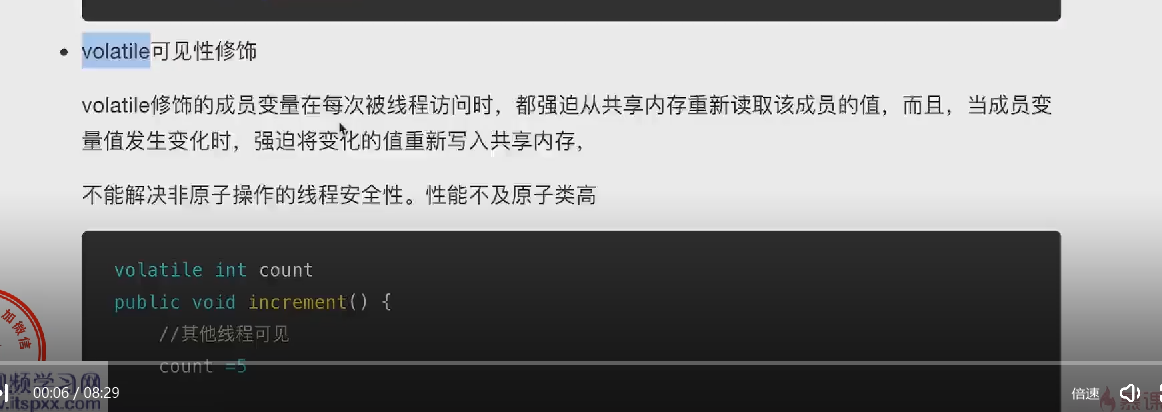
线程安全：

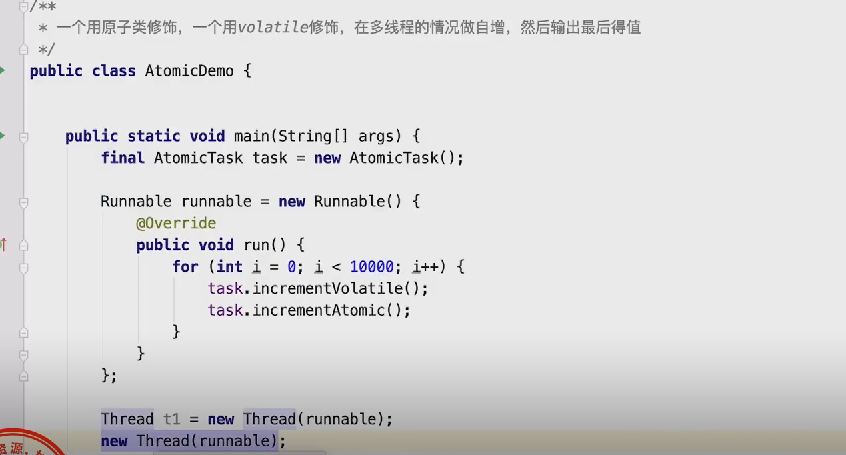


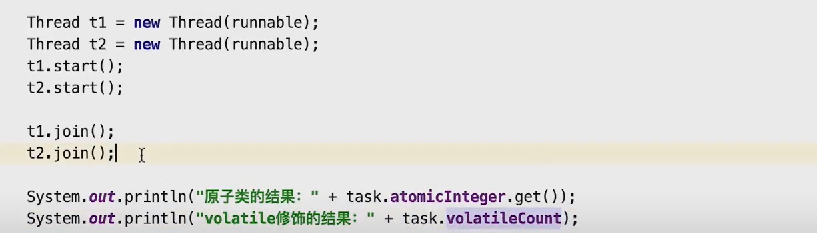




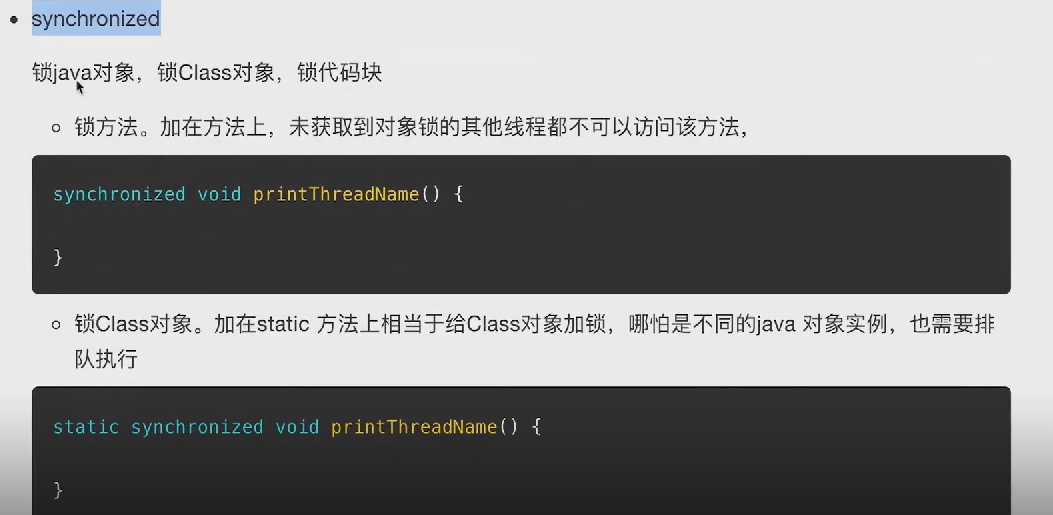


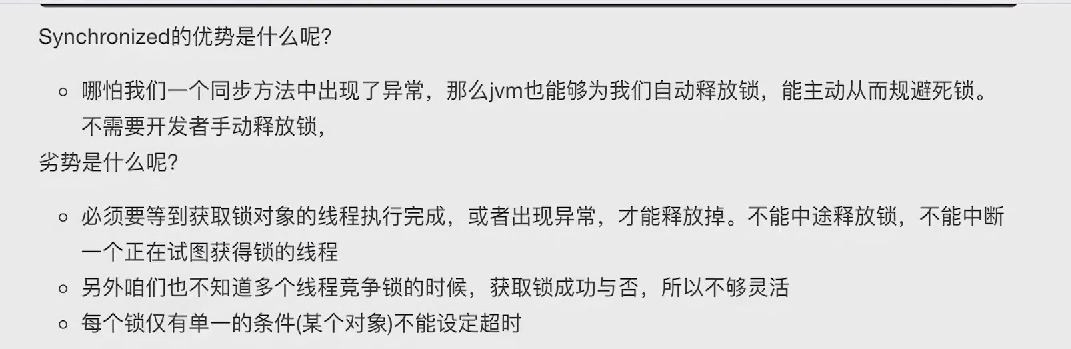


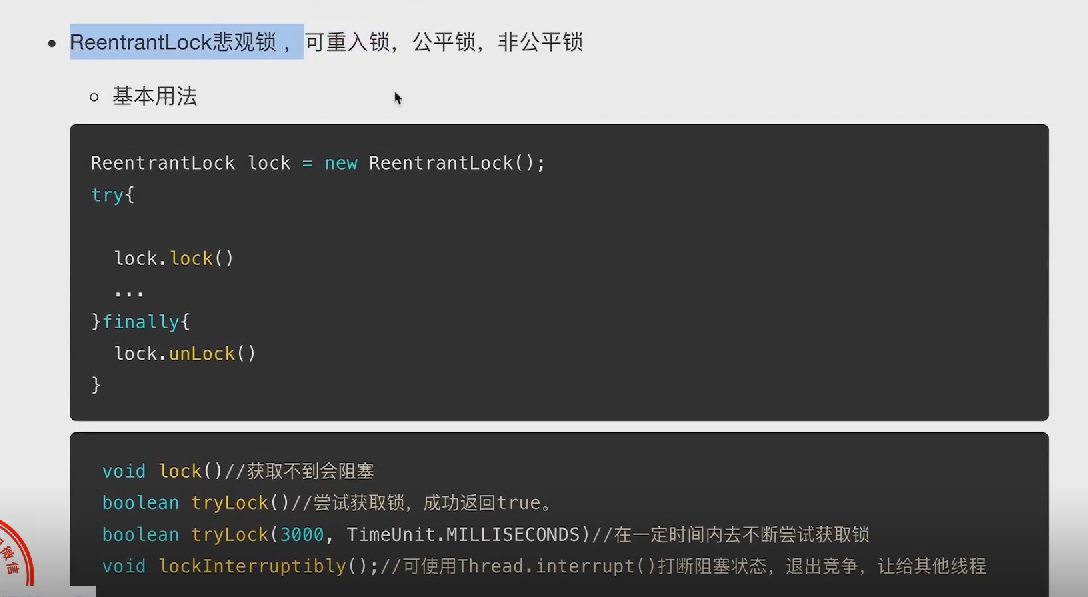




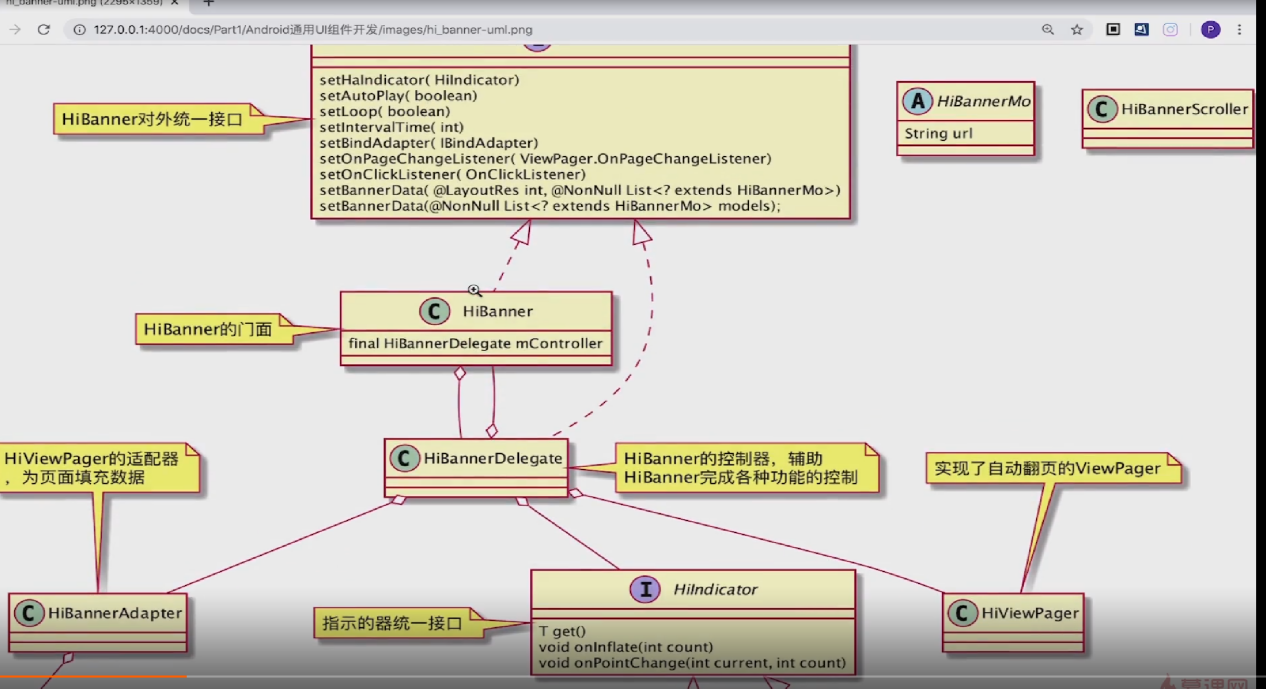
Voliate :不能保证多线程的安全

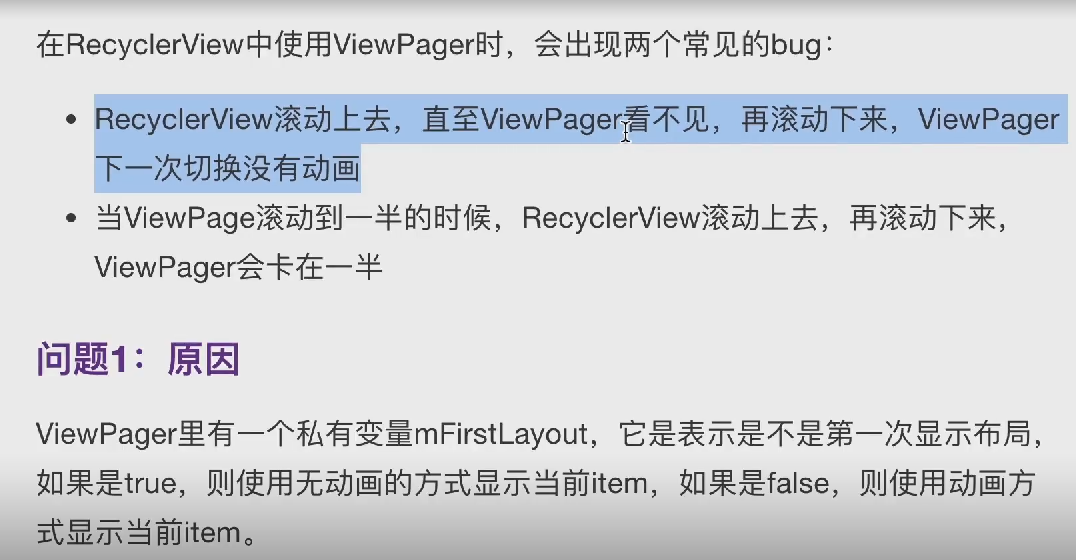


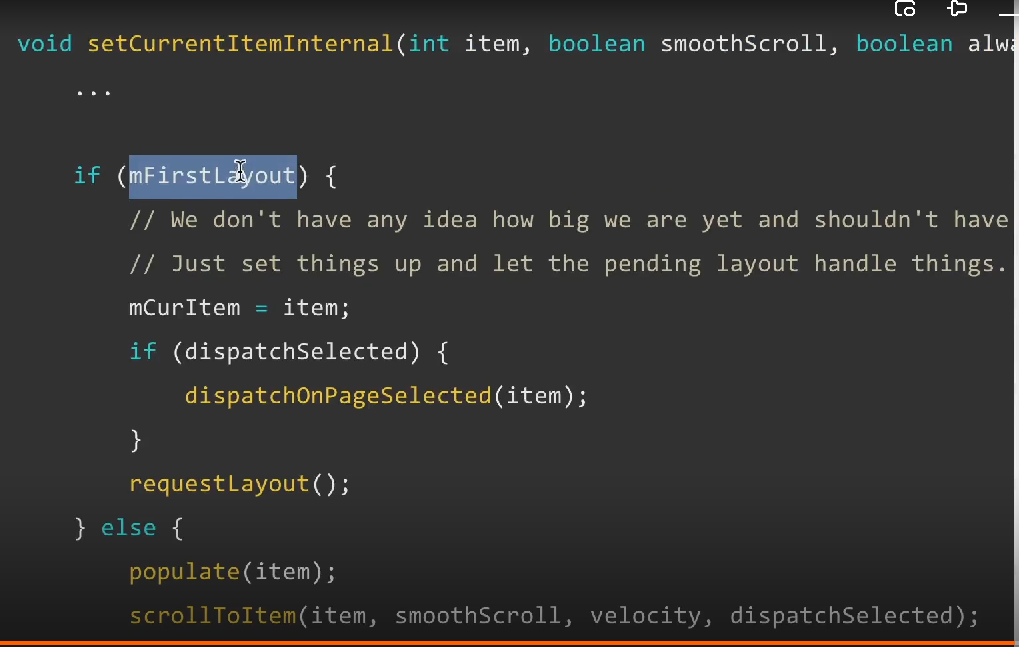




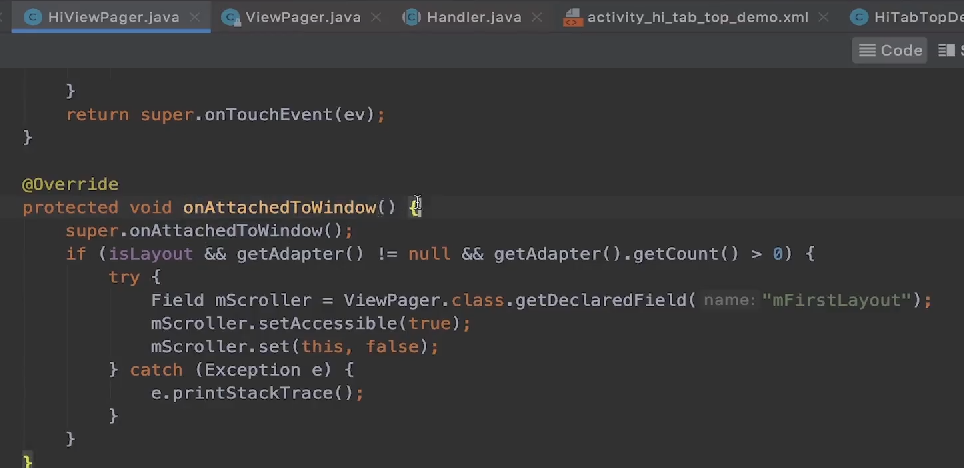
二：UI



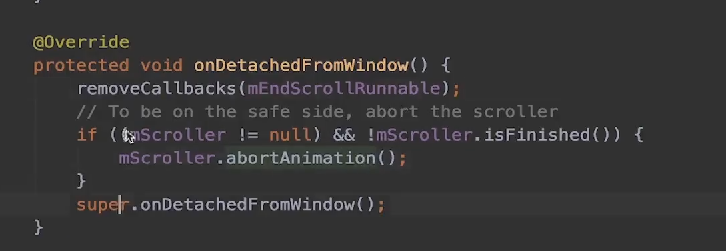




解决：在onAttachedToWidow()方法里设置mFirstLayout = false



第二个问题：滑动到一半，卡住了



解决：

