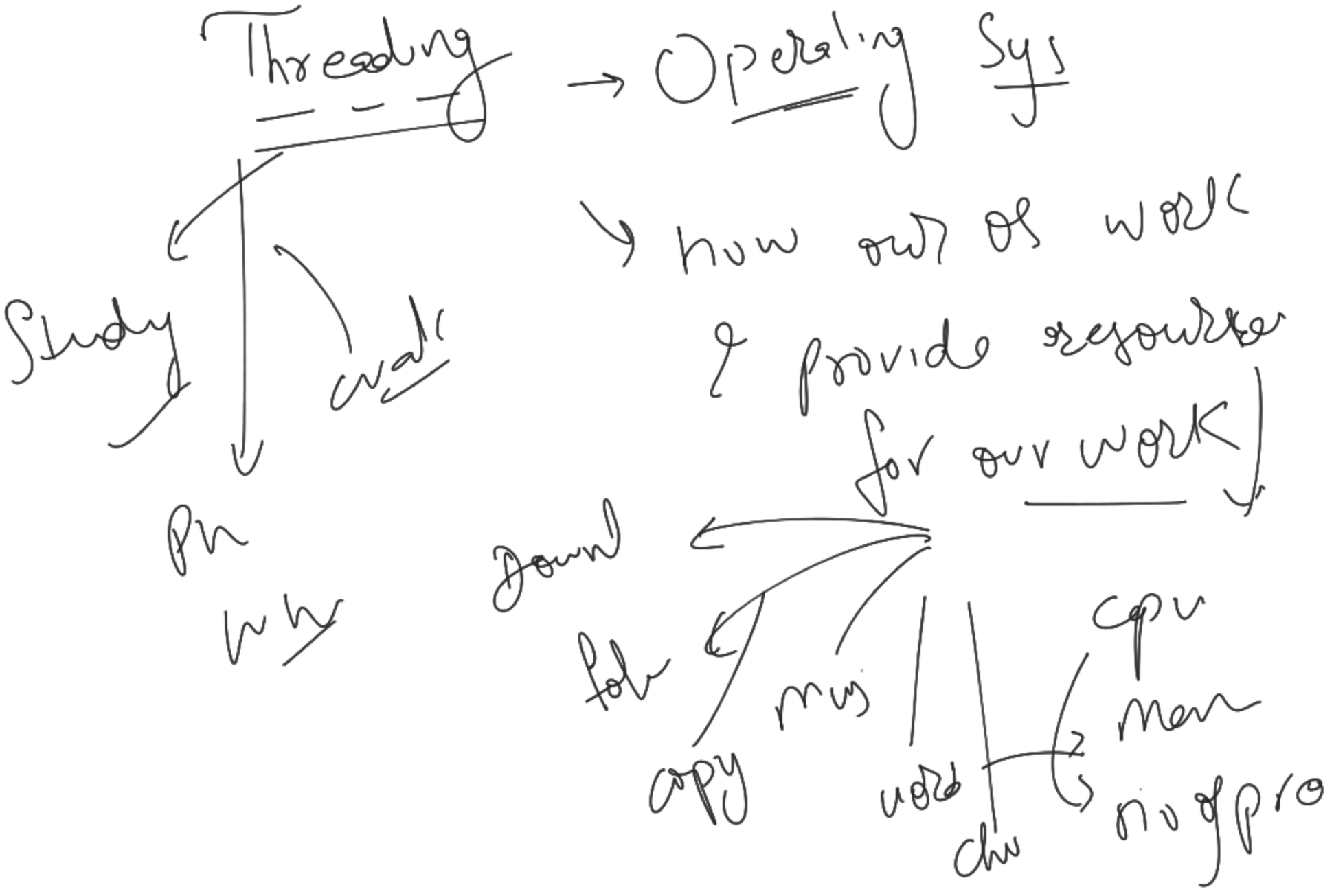
Threading
Operating Sys
Study
Pr
wh
how out of work
& provide resources
for our work
down
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copy
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word
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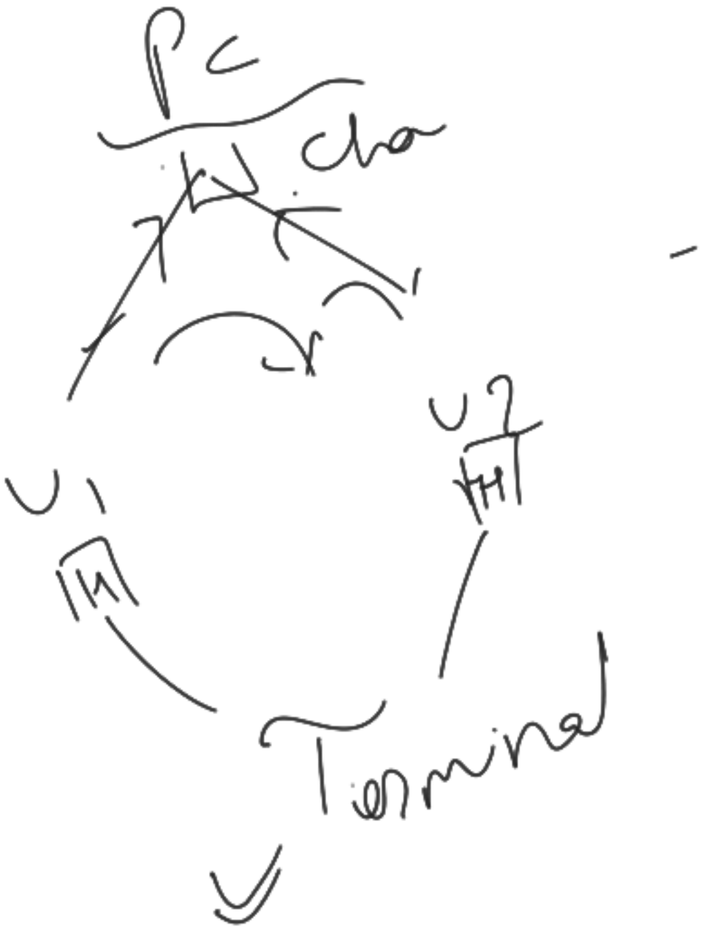
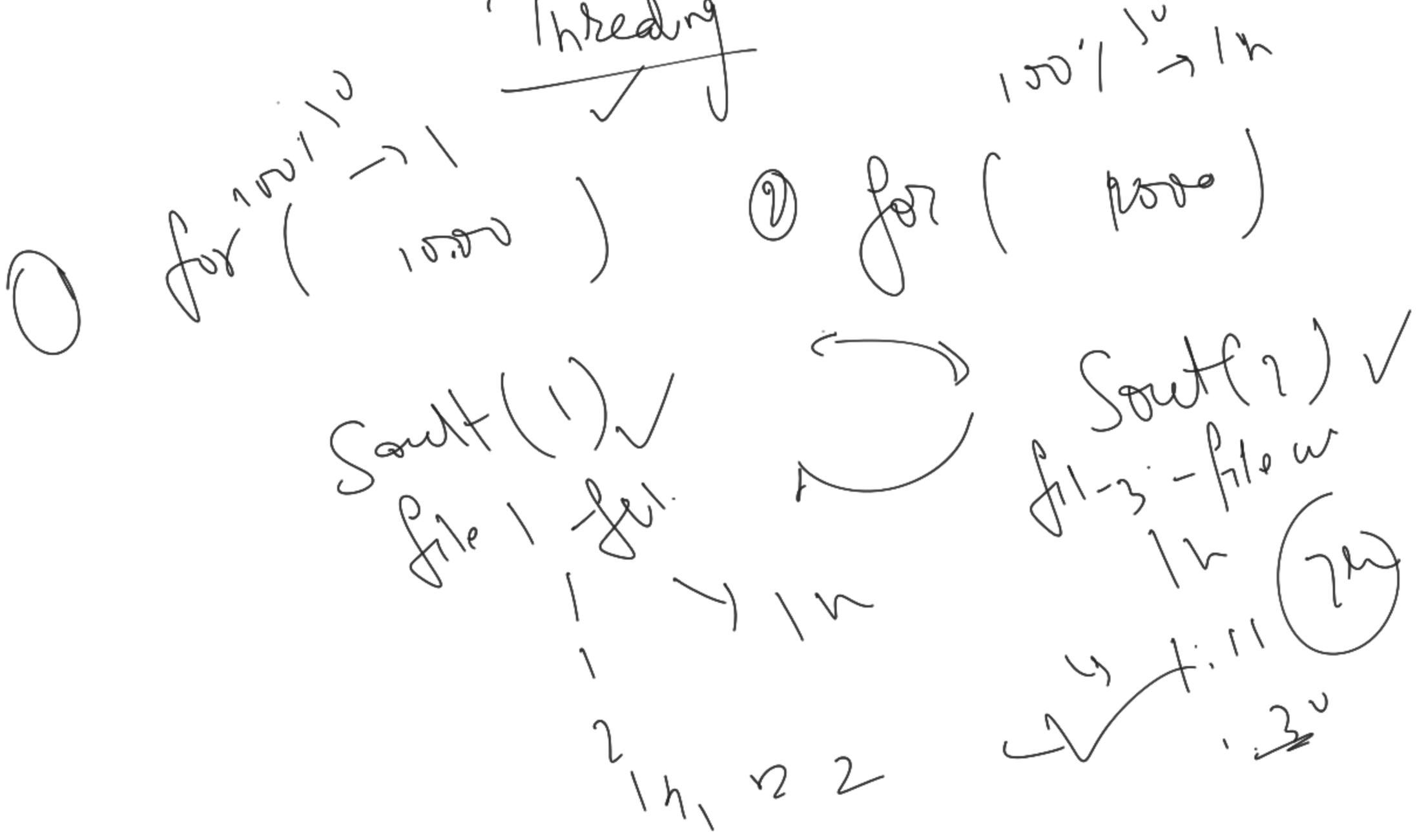
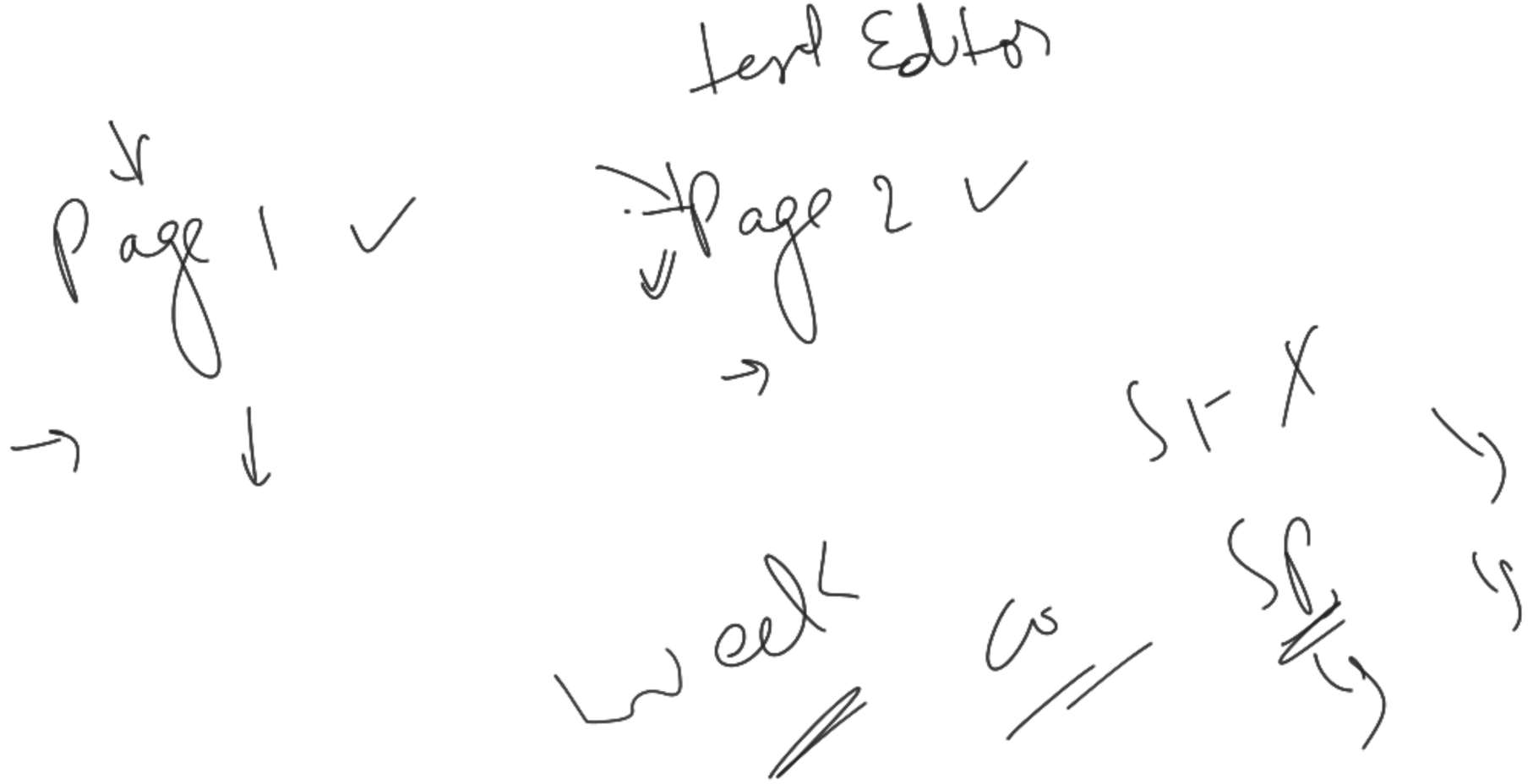
cpu
mem
multipro


U1
U2
Terminal

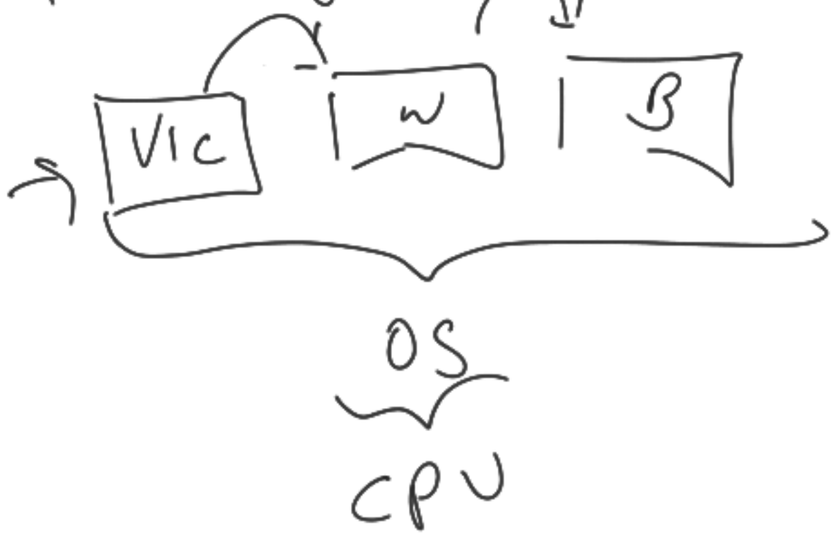
Threading




Text Editor
Page 1
Page 2

Multitasking

→ Processing multiple task at a time



$2 \times 3 \div (\times 2 - 2 = 2$

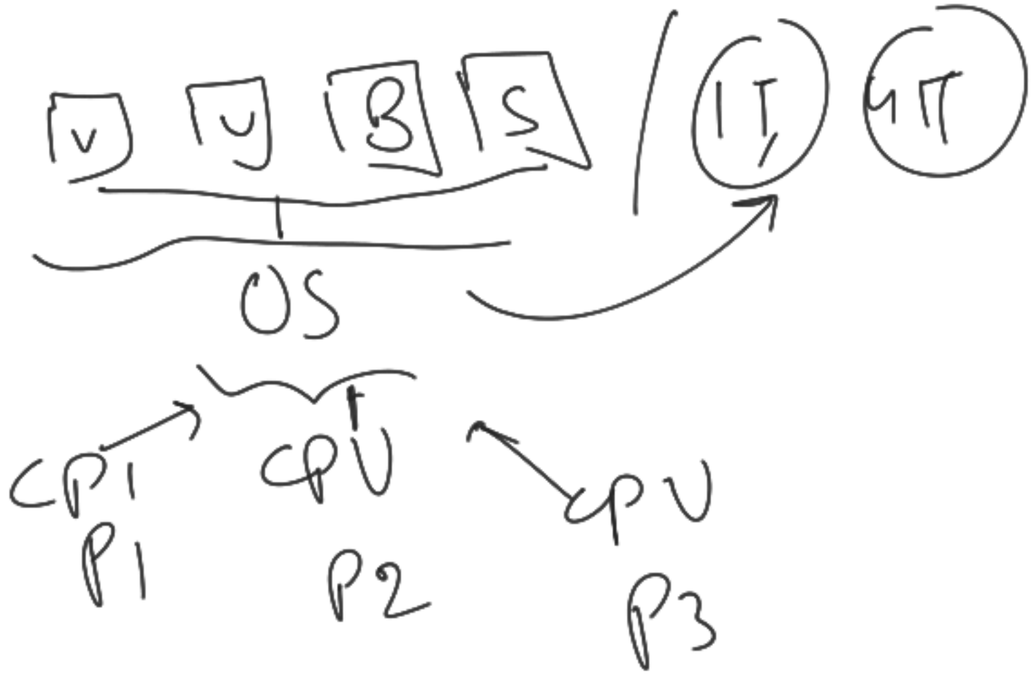
1 sec

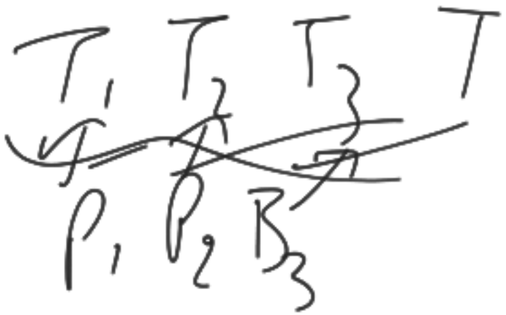
performance increase →

How to → 2 way (1) multi-processing (MP) → Process based multi-tasking

(2) thread based Multitasking (MT)

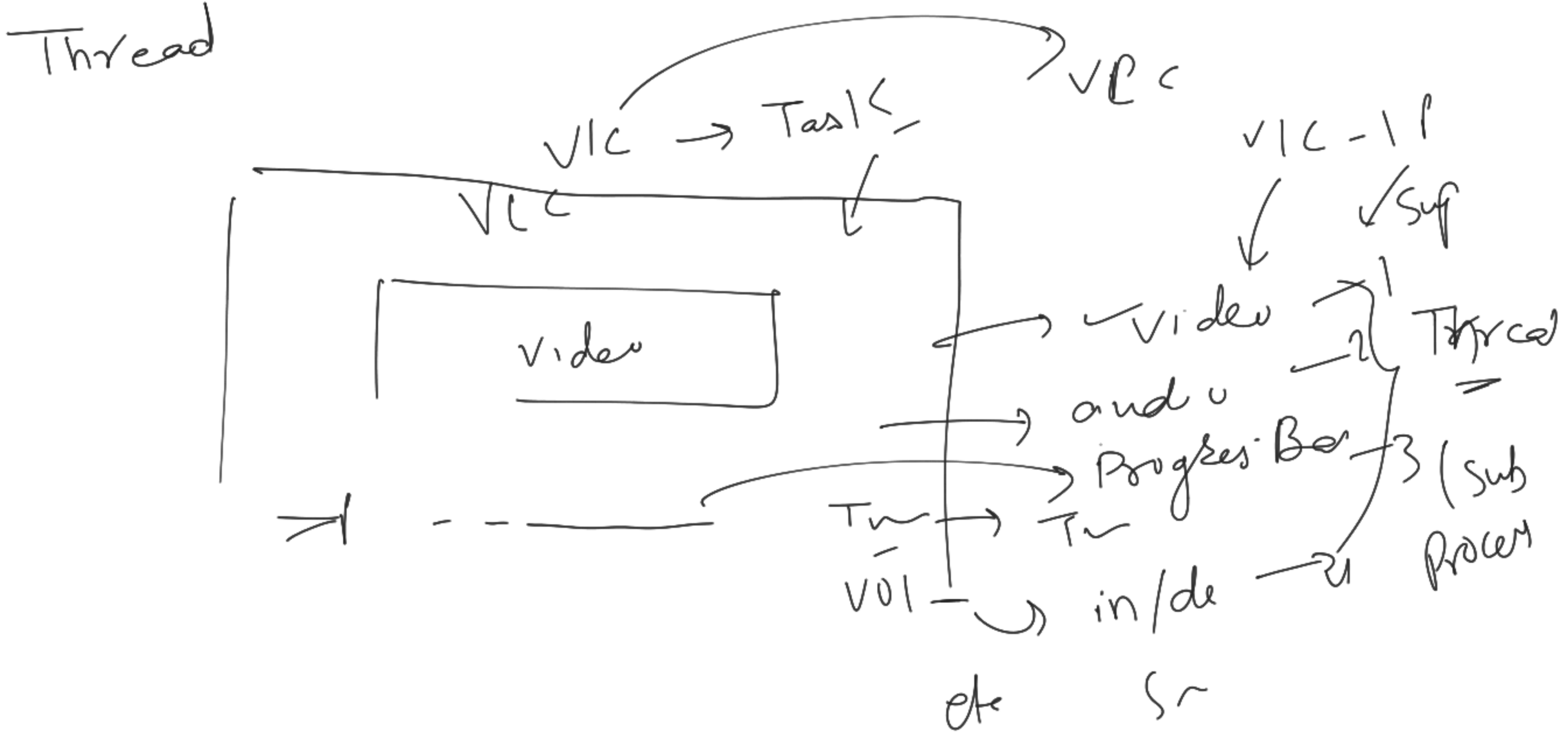
Multiprocessing.





When one system is connected to multiple processors in order to complete the task

Multi Threading



VIC — Task 1

| V | A | T | PB | V |

OS → sup Proces

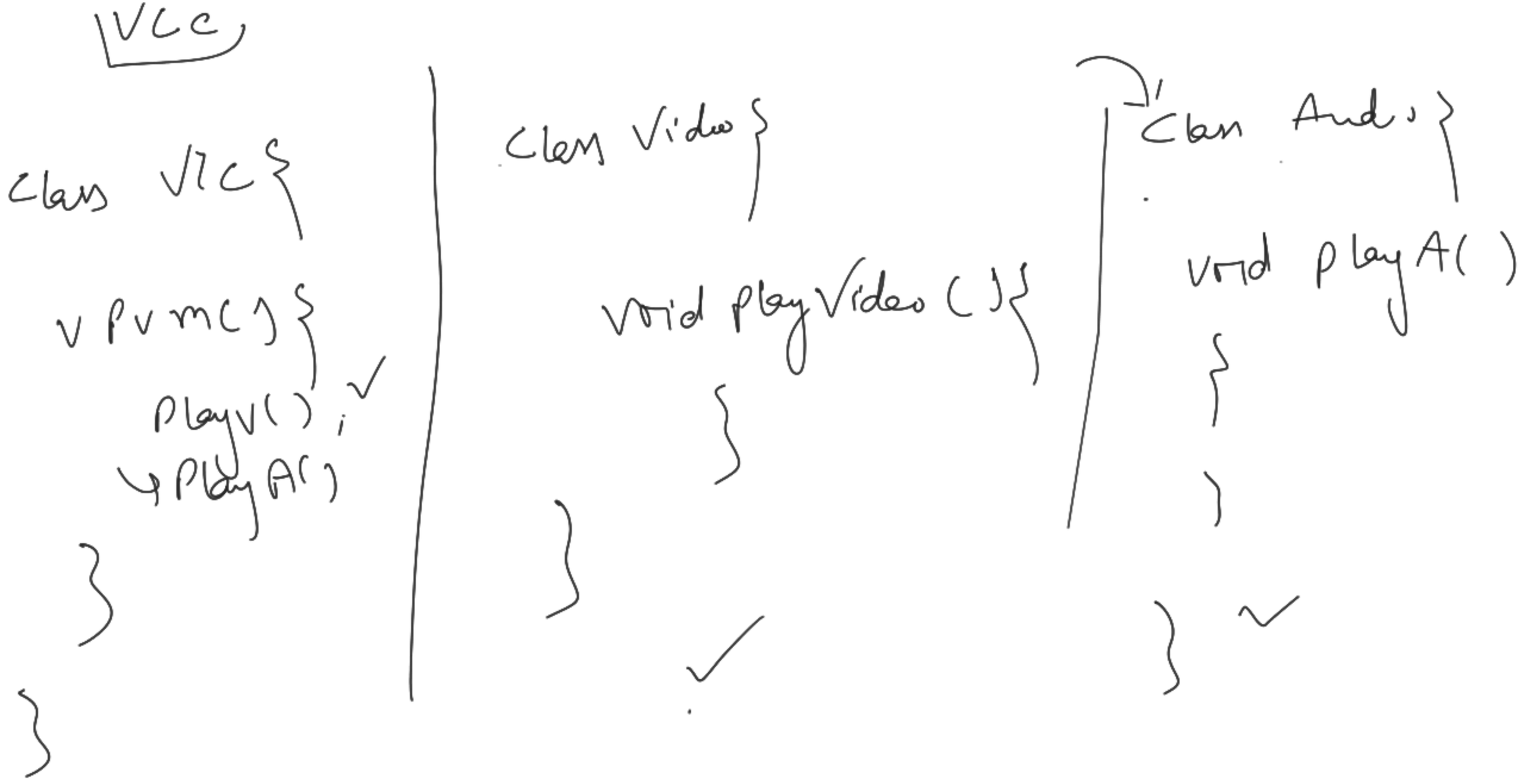
Thr

Software

Games

Animatic

FD


VLC
class VLC{
vPvm(){
playV();
playA()
}
}
class Video{
void playVideo(){
}
}
class Audio{
void playA()
{
}
}

10 to 20% code

↳ JVM

→ Thread class ✓ → Create a thread

→ Runnable Interface ✓

Thread → java.lang

Class Thread → Predefined

3/u cons ✓

Run

Start

getName

Set

isAlive( ) 2 >

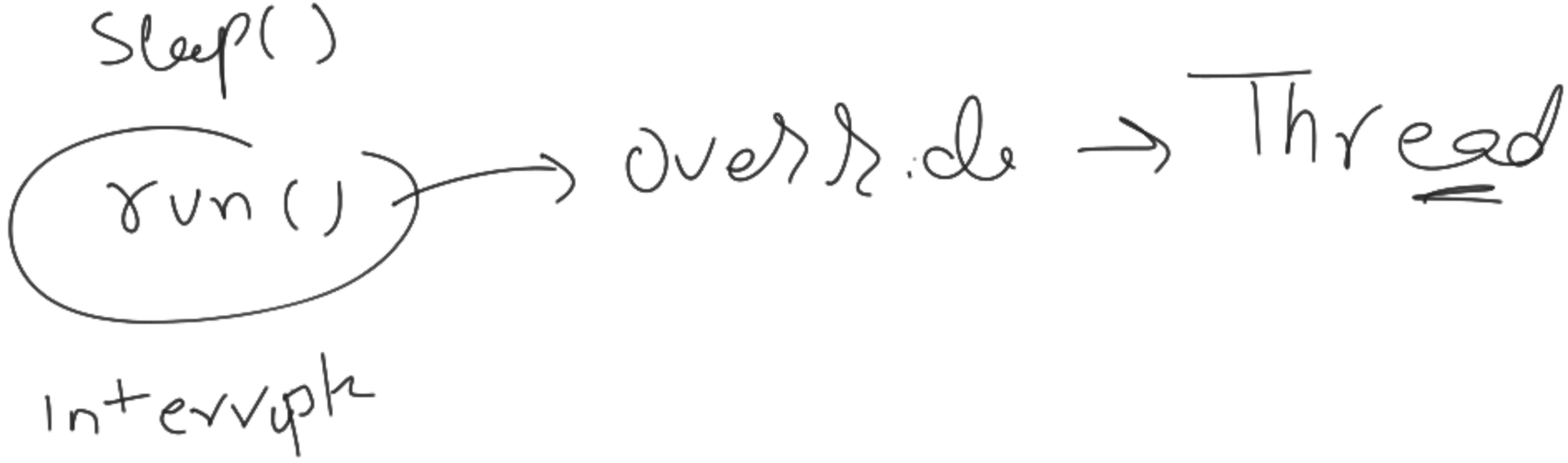
getpriority( ) ~ ,

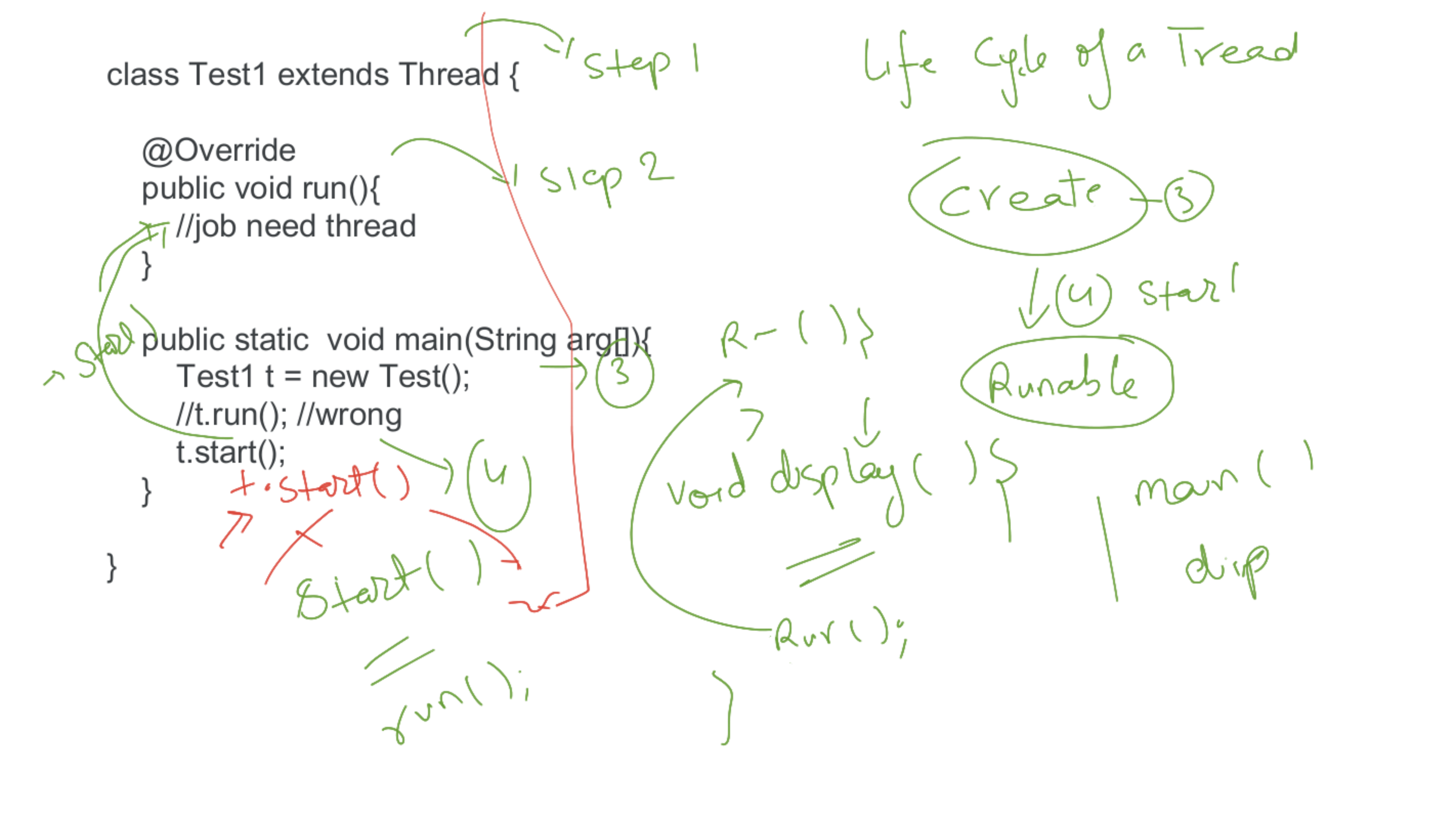
setpriority(in ver){ }

}

Runnable

interface Runnable {




class Test1 extends Thread {
@Override
public void run(){
//job need thread
}
public static void main(String arg[]){
Test1 t = new Test();
//t.run(); //wrong
t.start();
}
}
step 1
step 2
3
4
t.start()
start()
run();
Life Cycle of a Tread
create
3
4 start
Runable
R-( )
void display( ){
Rur( );
main( )
disp


create
obj
(2)
(1)
start()
(4)
Runnable
(2)
not runable
sleep, wait
(5)
Running
(3)
dead (Job Done)
(6)