

Producer-Consumer without Blocking Queue using SQLite, Java, wait()/notify()

Overview

The **Producer-Consumer problem** is a concurrency scenario where a **Producer** thread generates data and places it into a **shared buffer**, and a **Consumer** thread takes data from that buffer to process it. Synchronization is essential to avoid issues like data inconsistency or deadlocks.

In this project, we demonstrate the **Producer-Consumer pattern** by simulating how data is passed between two systems using threads. The core idea is to show how a **Producer** thread generates data and a **Consumer** thread processes it in real time, with both threads coordinating through Java's `wait()` and `notifyAll()` synchronization methods.

1. The **source** is the `orders.json` file. It contains a list of sales orders in a simple, readable format.
2. The **destination** is the SQLite database (`orders.db`). This is where we want the final data to live.
3. **Controlled flow with buffer:** By using a `SharedBuffer`, we control how data moves between the reader and the writer. It avoids race conditions and makes sure data is not lost. The poison pill ensures a clean shutdown after the last item is processed.

Summary

- We read data from a JSON **source container** (temporary).
- We write data into a SQLite **destination container** (permanent).
- We use two threads to simulate real-time processing: a **Producer** and a **Consumer**.
- The **buffer** manages handoff between them, safely and cleanly.

This setup demonstrates how real systems handle data flow across components especially when timing, synchronization, and correctness matter.

Project Structure

```
producer-consumer/
  pom.xml
  src/
    main/java/org/example/
      Main.java
```

```
Producer.java  
Consumer.java  
SharedBuffer.java  
OrderEntity.java  
DBManager.java  
resources/  
    orders.json  
  
test/java/org/example/  
    DBManagerTest.java  
    OrderEntityTest.java  
    ProducerConsumerIntegrationTest.java
```

Components Overview

Main.java

Coordinates the application. It sets up the buffer, launches threads, and connects everything.

Producer.java

Reads a JSON file of orders, parses them into `OrderEntity` objects, and places them into the buffer. Sends a “poison pill” (order ID -1) to signal completion.

Consumer.java

Consumes orders from the buffer and inserts them into the SQLite database. Stops when it receives the poison pill.

SharedBuffer.java

A synchronized one-slot buffer using `wait()` and `notifyAll()`. Implements producer-consumer logic manually.

DBManager.java

Handles database connection, table creation, order insertion, and fetching. Uses SQLite via JDBC.

OrderEntity.java

A plain Java object that holds a single order’s data. Includes `toString()` override for easy logging.

Running the Application

Prerequisites

- Java 17+
- Maven installed
- SQLite JDBC driver (`sqlite-jdbc-3.44.1.0.jar`)

Build and Run

```
mvn clean compile  
mvn exec:java -Dexec.mainClass="org.example.Main"
```

This will:

- Load orders from `src/main/resources/orders.json`
- Start producer and consumer threads
- Insert data into `orders.db`

Running Tests

JUnit 5 tests are included for each component.

```
mvn test
```

Included Tests

- `DBManagerTest` verifies insert and fetch logic
- `OrderEntityTest` validates object structure and formatting
- `ProducerConsumerIntegrationTest` full end-to-end verification

Sample JSON Format

```
[  
  {  
    "orderId": 1,  
    "customerName": "Alice",  
    "status": "NEW",  
    "amount": 120.0,  
    "orderDate": "2025-01-01"  
  }  
]
```

Output

Running Main.java

Running tests

alt text

Figure 1: alt text

alt text

Figure 2: alt text

Assumptions

- Date format is yyyy-MM-dd
- No missing or malformed fields in the input JSON
- The SQLite table will be cleared on each run (via `clearTable()`)

Concepts Demonstrated

- Java multithreading (`Runnable`, `wait/notify`)
- Manual shared buffer synchronization
- File I/O with JSON parsing (`org.json`)
- SQLite persistence using JDBC
- Unit and integration testing using JUnit 5
- Clean, modular Maven project structure

Note

Look at `Producer_Consumer_Blocking_Queue Implementation` to understand how this can be implemented in modern way using Blocking Queue.