Threads:

Thread is a small piece of program that runs parallel to the program execution.

There are 2 ways to achieve the threads concept,

1. By extending the Thread class
2. By implementing the Runnable interface.

Deadlocks:

If two threads trying two access resources at the same time then deadlock happens.

Synchronization:

By mention this keyword on methods or blocks specifying that single thread can only manipulated the data in multi-threading environment.

1. WRAPPER CLASS CONVERSIONS

2. PLAY WITH THREADS WITH WAIT, NOTIFY

3. STRING EXAMPLE -- RESOLVE STRING BUFFER, STRING BUILDER

4. EXCEPTION ASSIGNMENT