Multithreading

1. Create 2 threads, first displays Ping & another displays Pong on the console. Try this program with Runnable, Anonymous inner class & extending Thread.
2. Add a new infinite thread in previous assignment called Tong. Observe behavior of Tong thread by making it daemon & non-daemon thread.
3. Write a program to show 3 balls are moving up & down with different speed. The base GUI program is already provided.
4. Write a program to maintain the water into water tank around 80%. Water tank has inlet that pours water with the speed of 50 liters/sec & outlet that gets water out at 70 liters/sec. Total capacity of water tank is 1000 liters. Create a third thread ‘controller’ as daemon thread. Note: use suspend() & resume() methods.
5. Write a program to show 3 balls are moving up & down with different speed. If any ball reaches top level, it will wait for other balls. When all balls reach top level then only they will start coming downwards. Try this assignment with synchronization first & then with ReentrantLock.