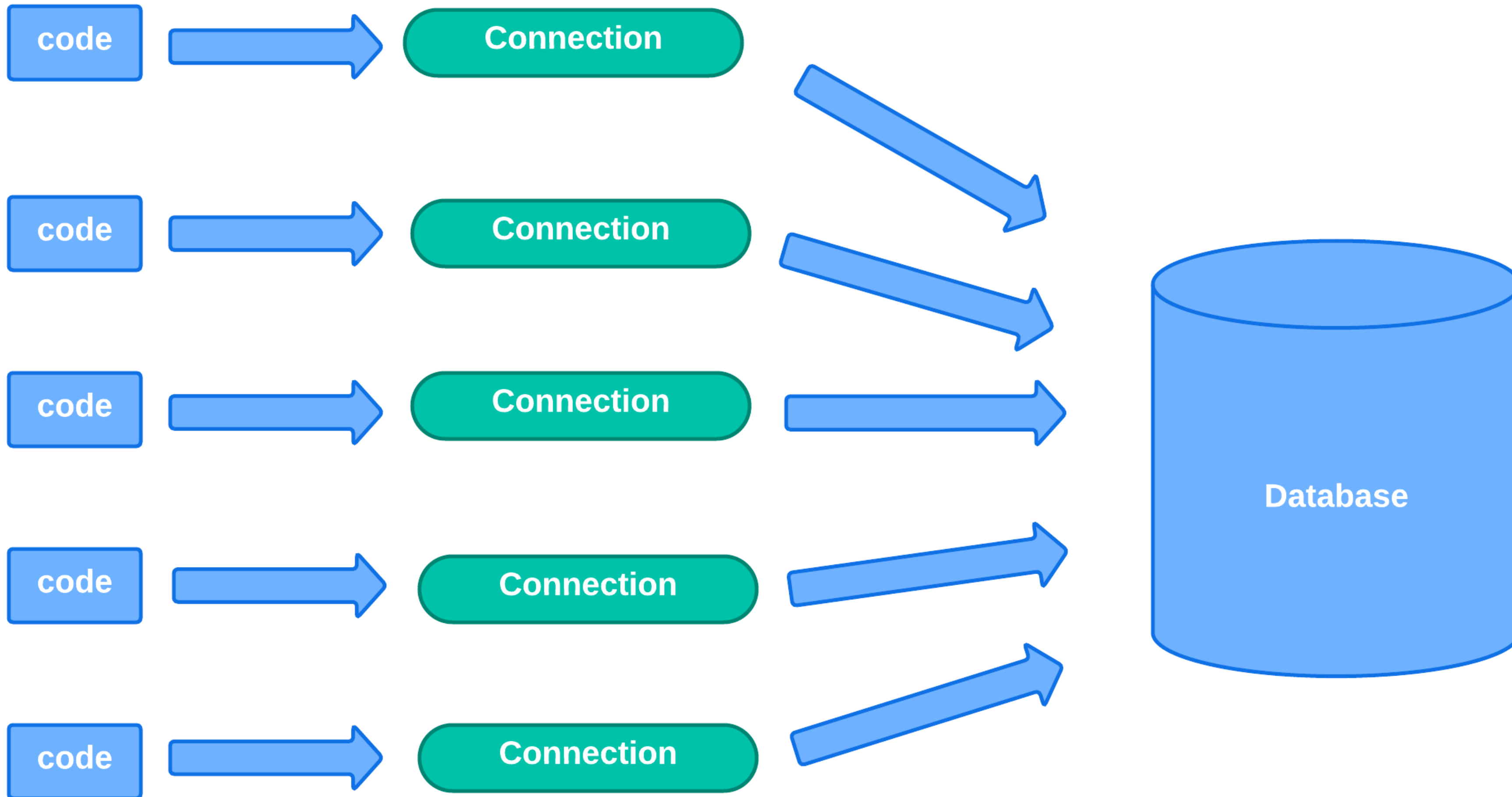
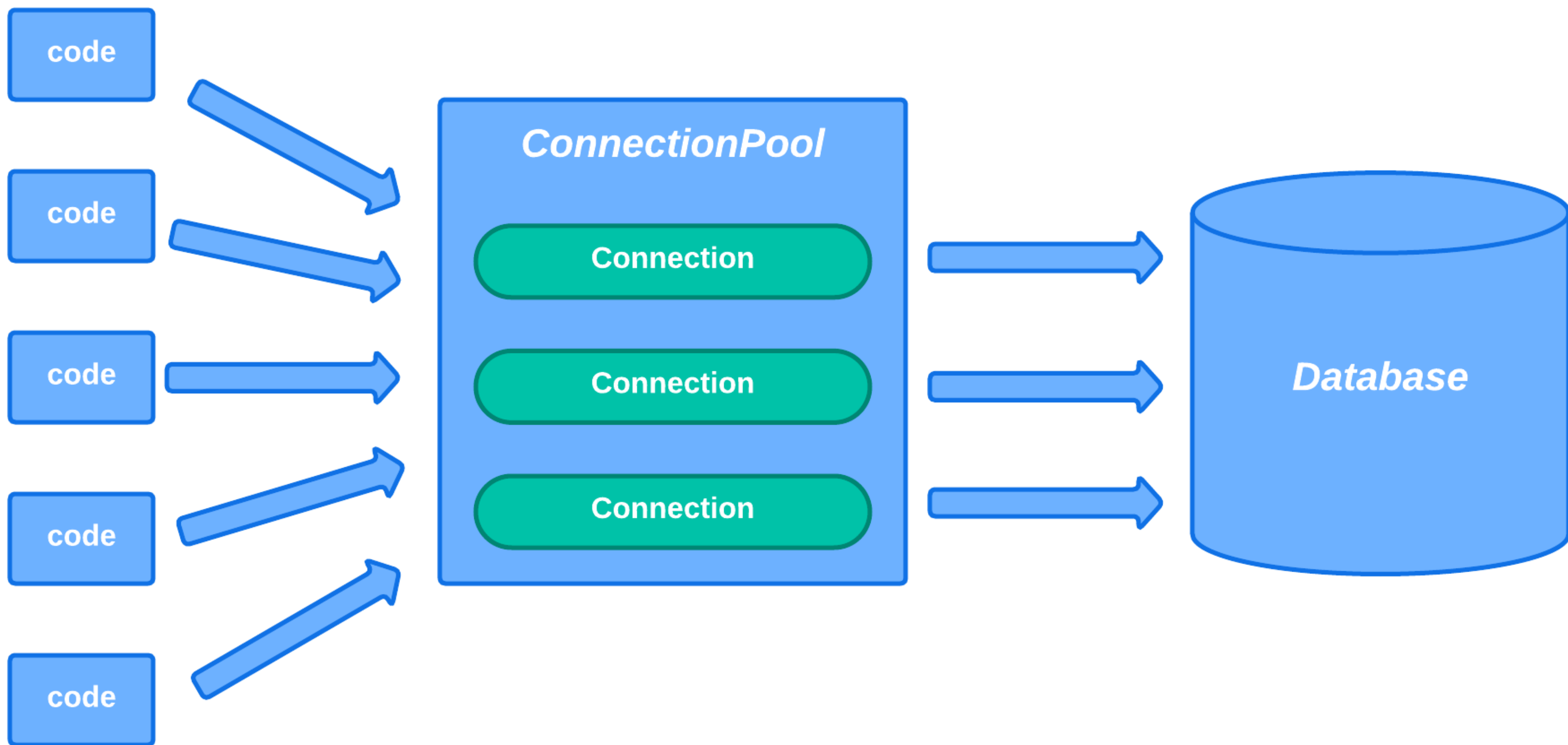


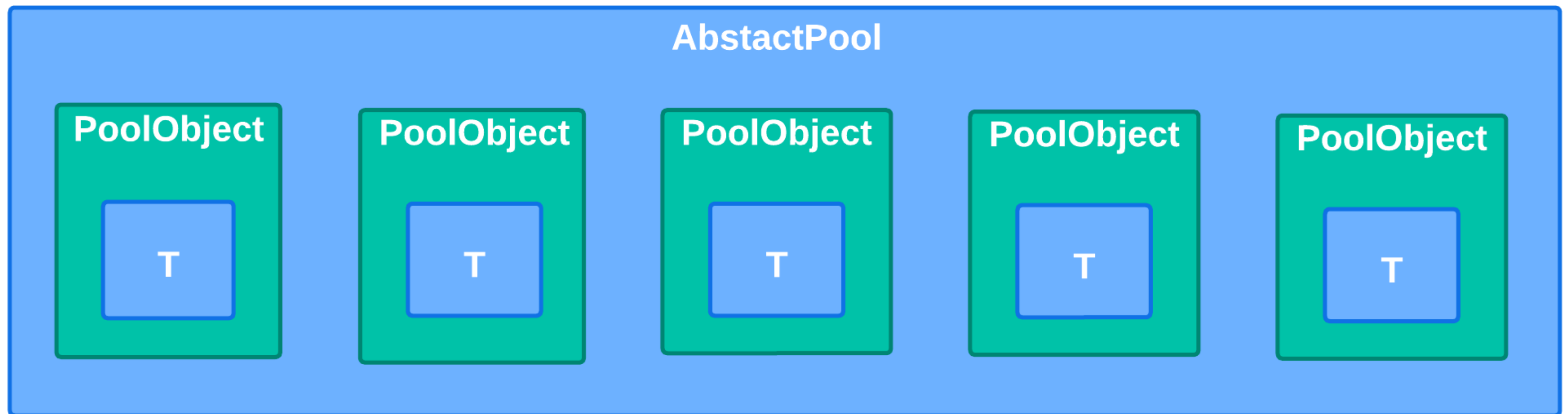
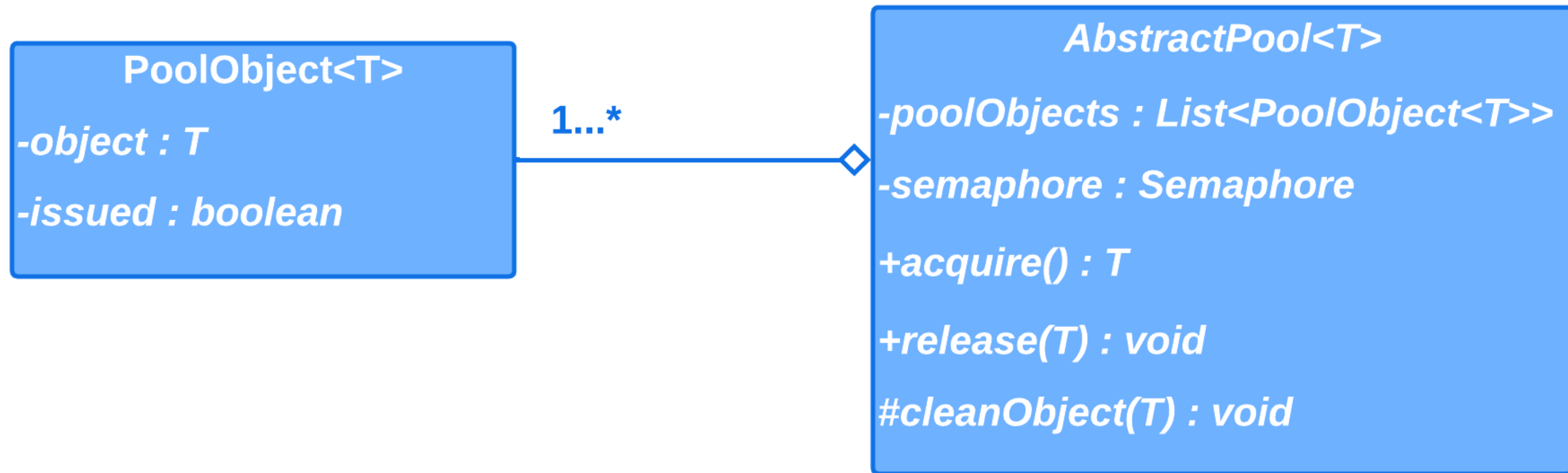
JAVA

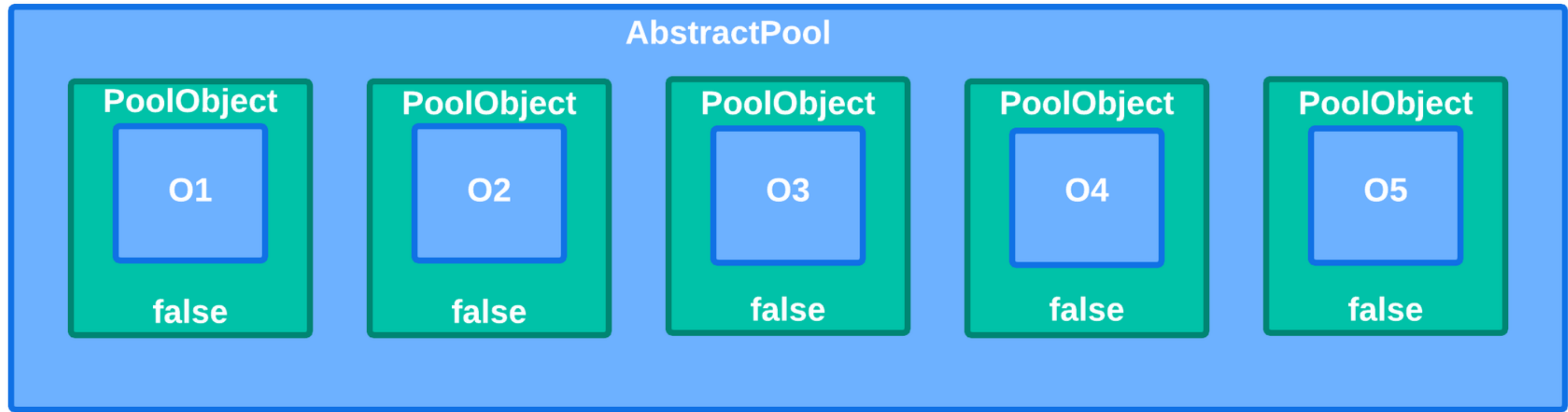


МНОГОПОТОЧНОСТЬ. ПРАКТИКА 2. ПУЛ ОБЪЕКТОВ

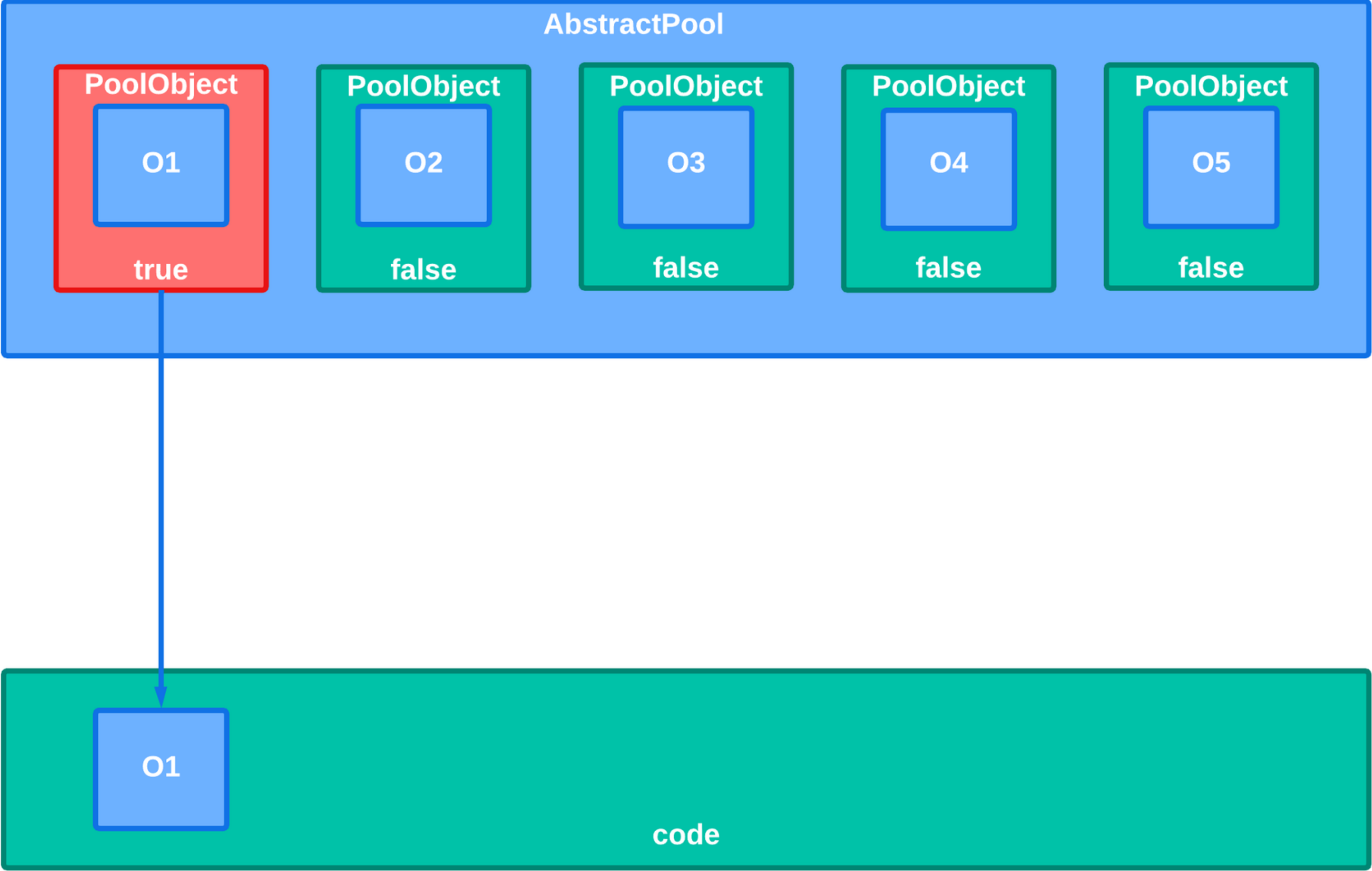


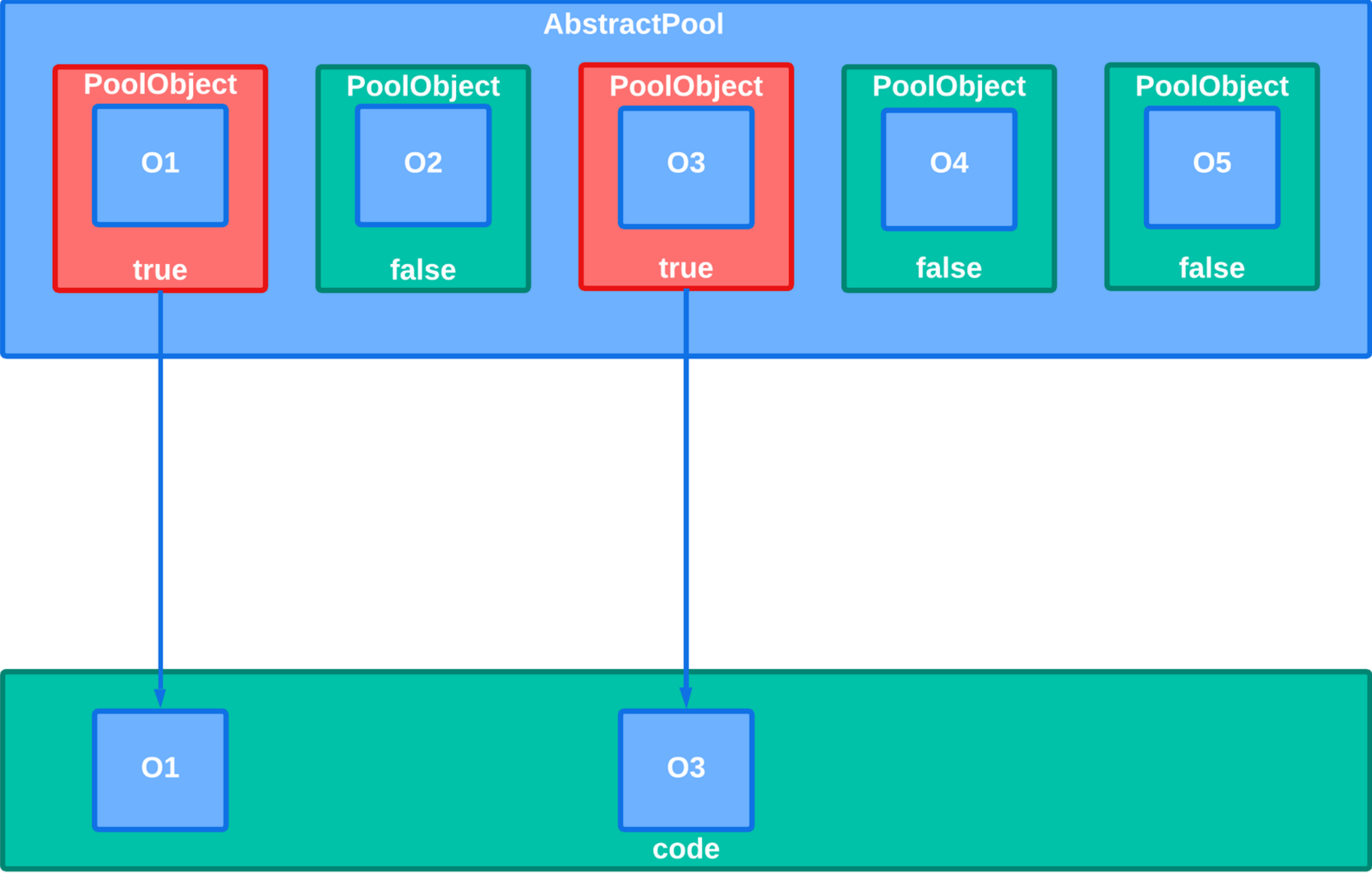


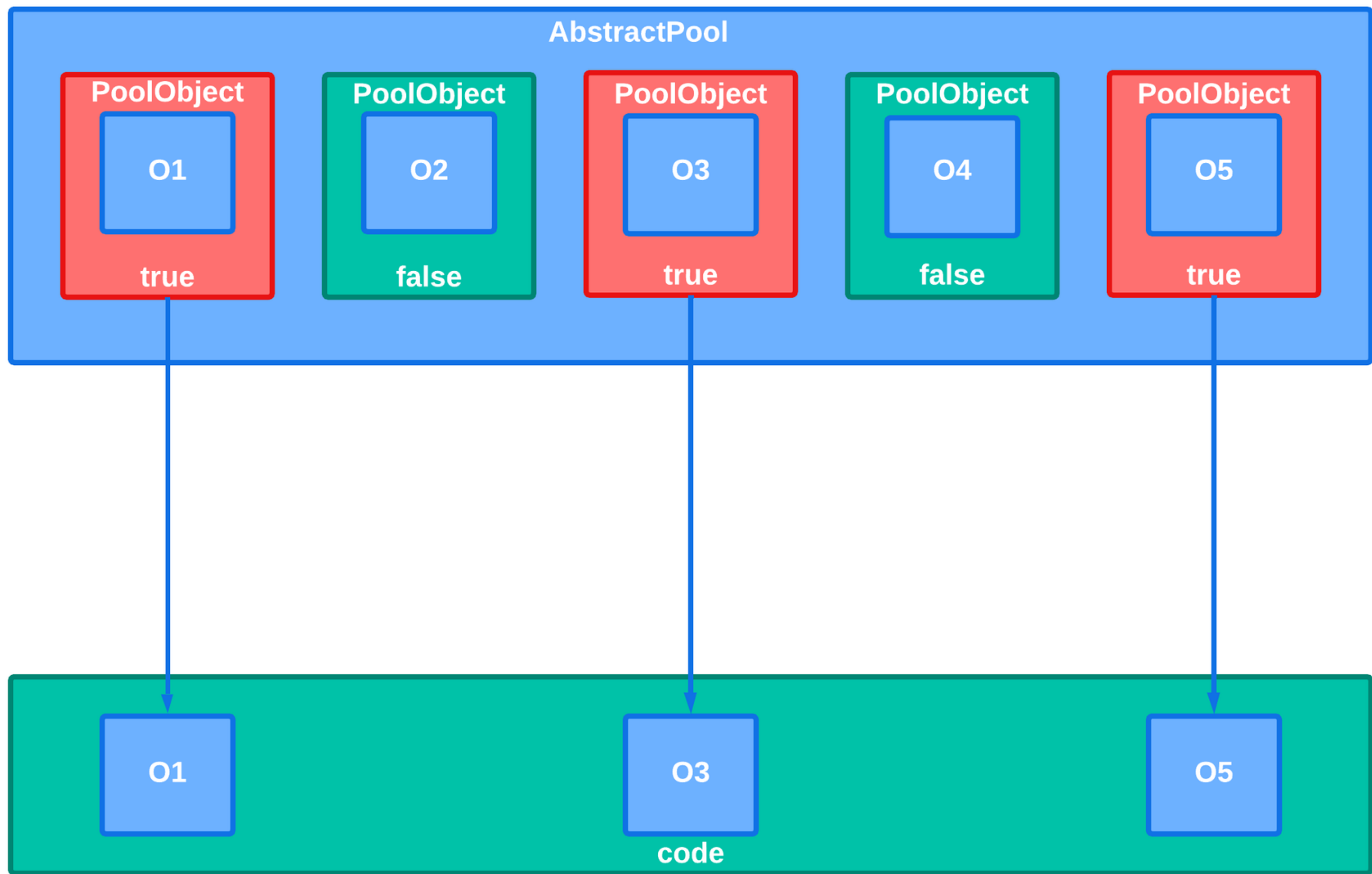


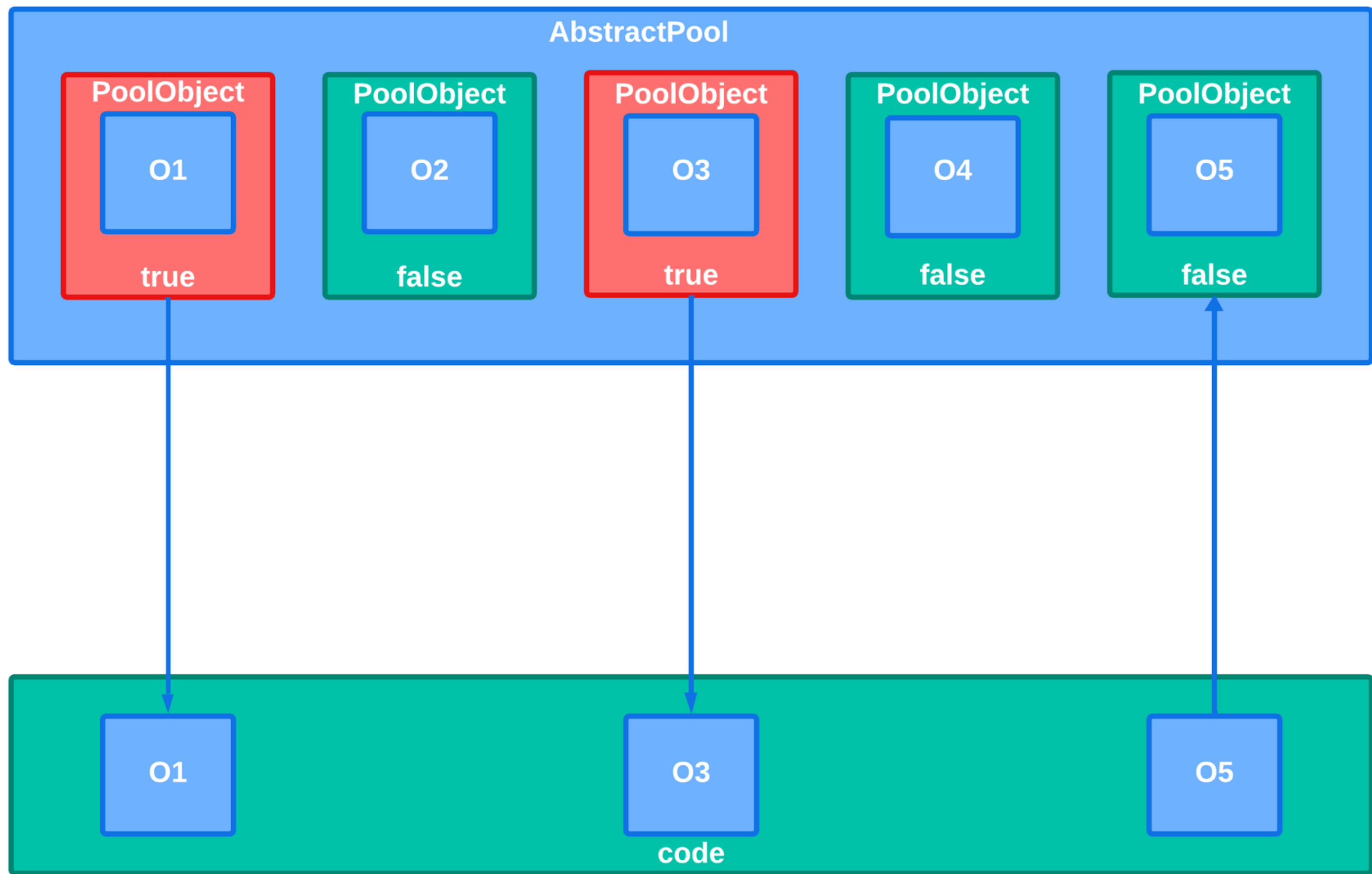


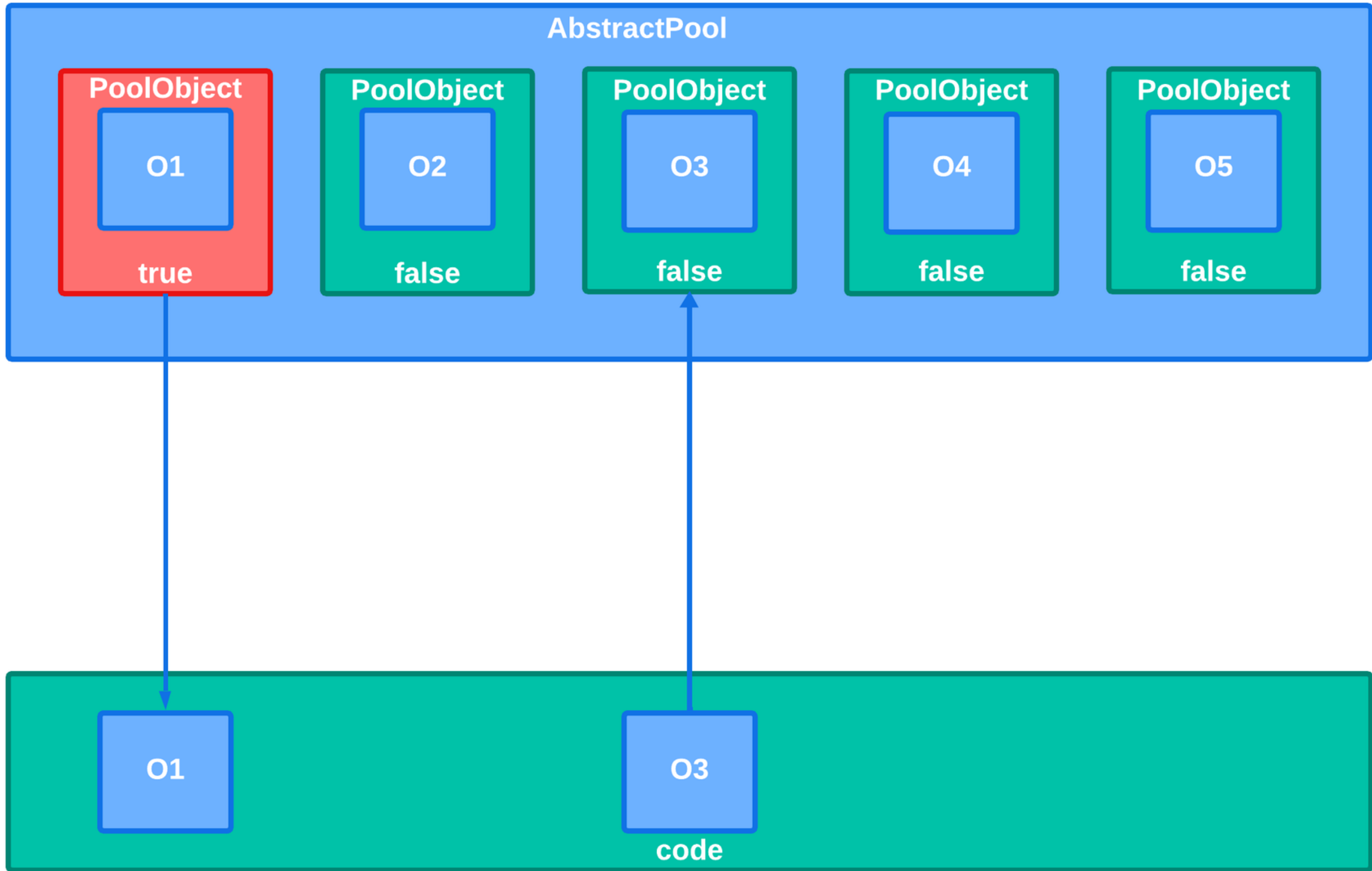
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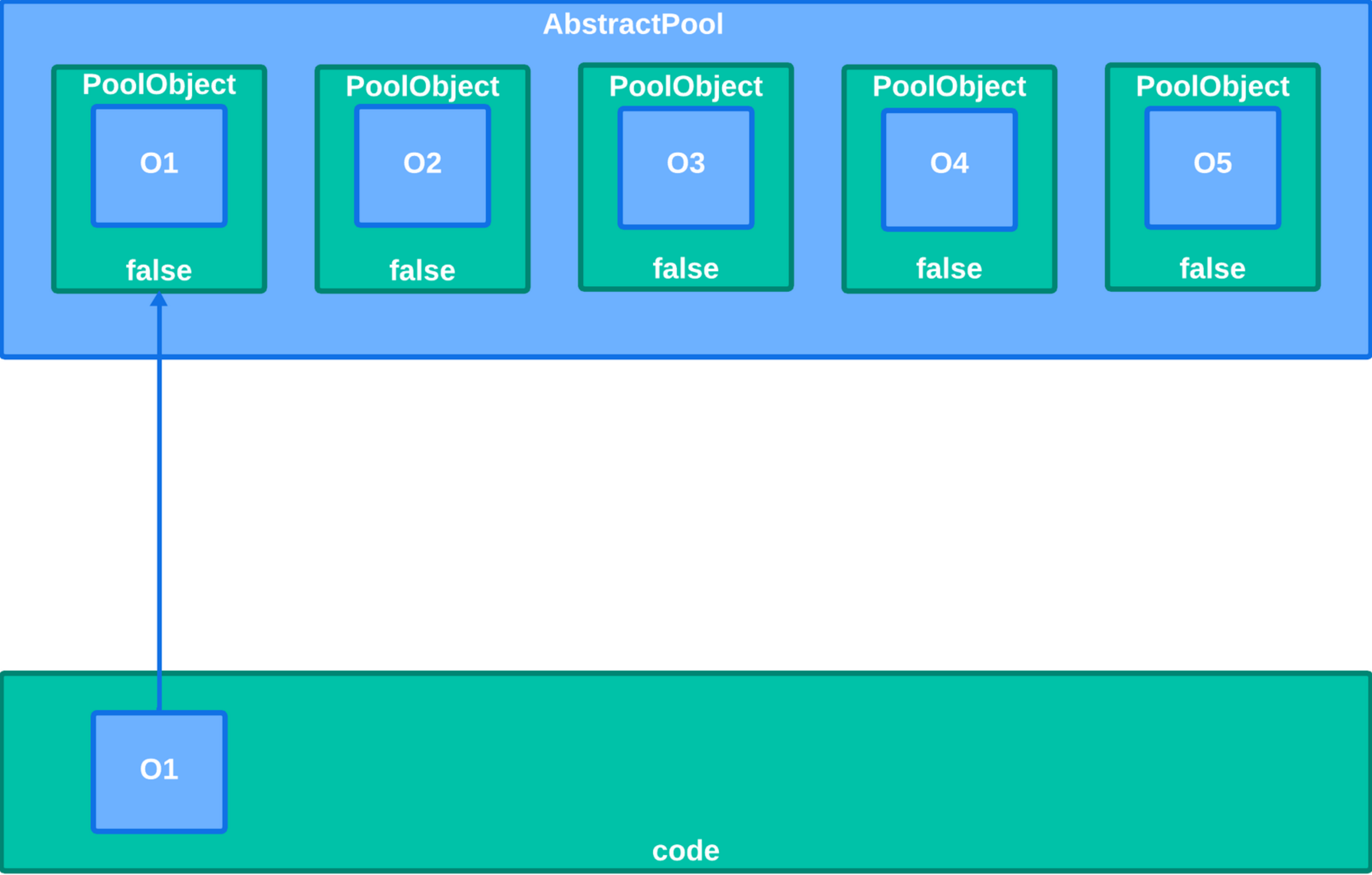


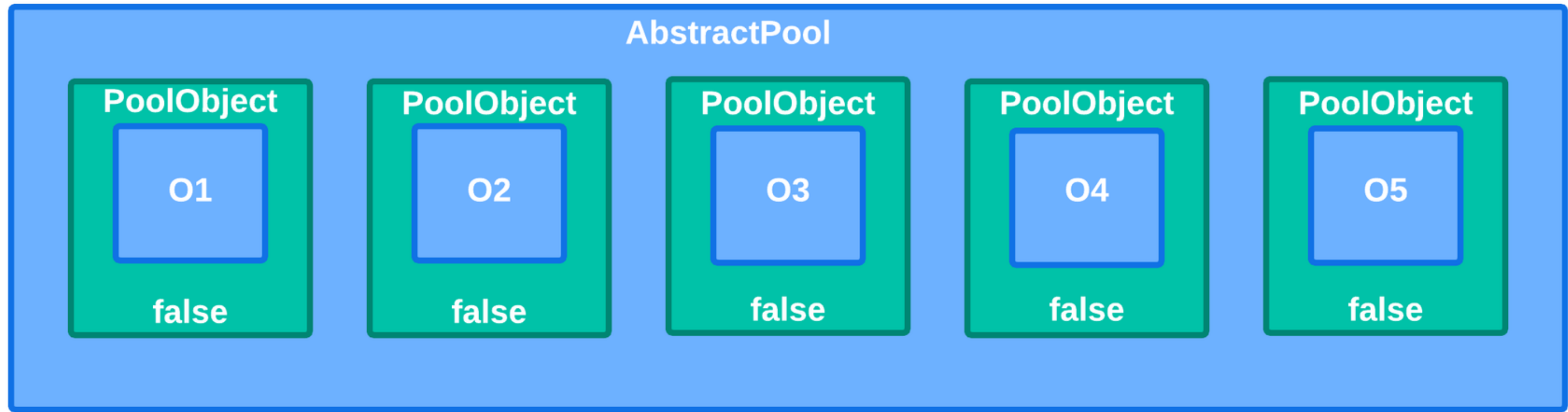




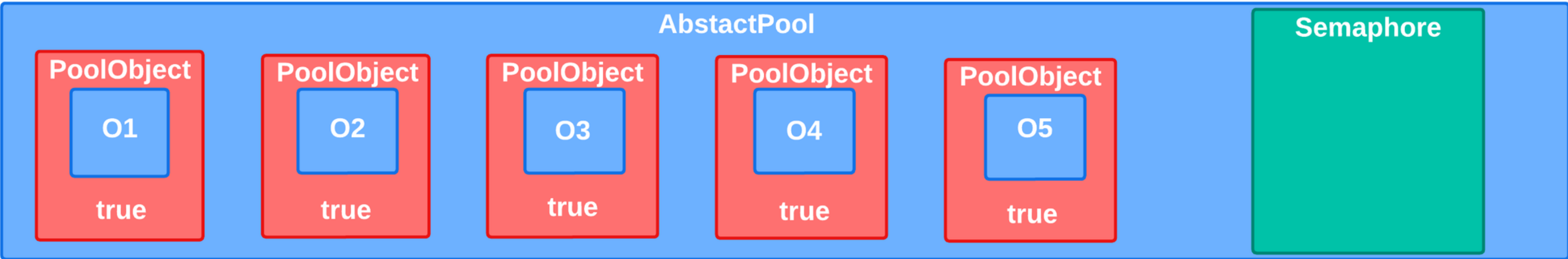
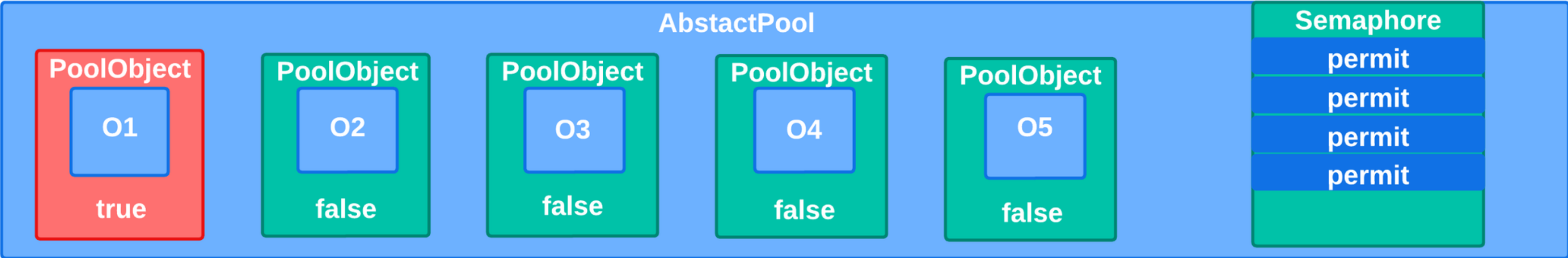
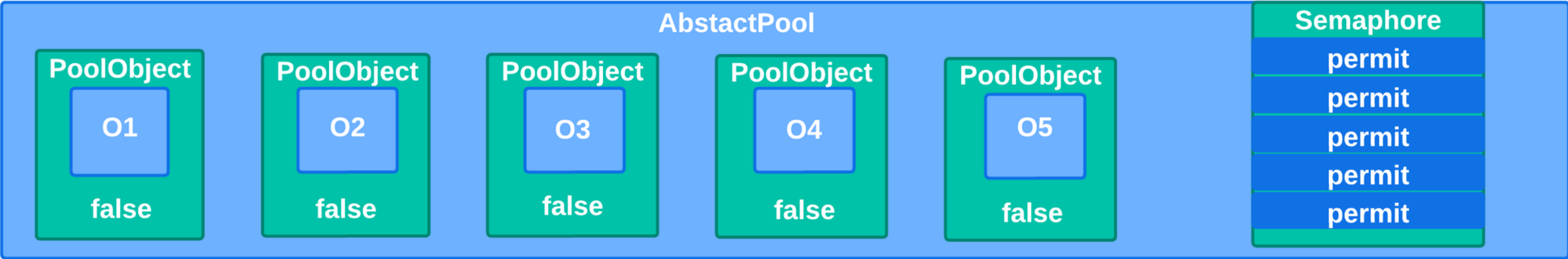


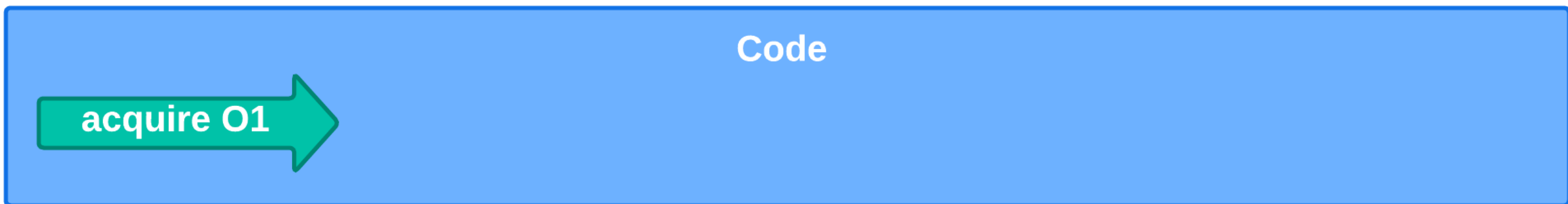
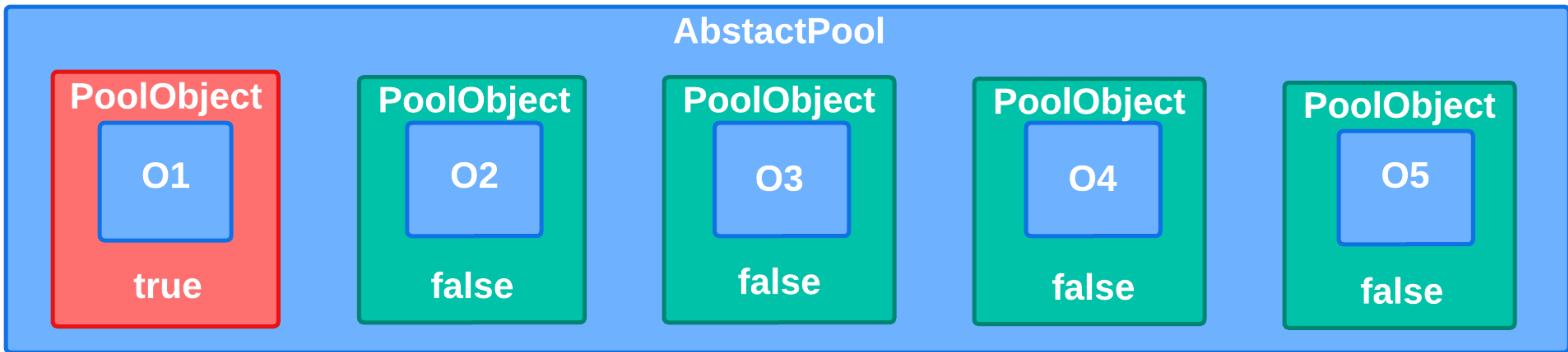


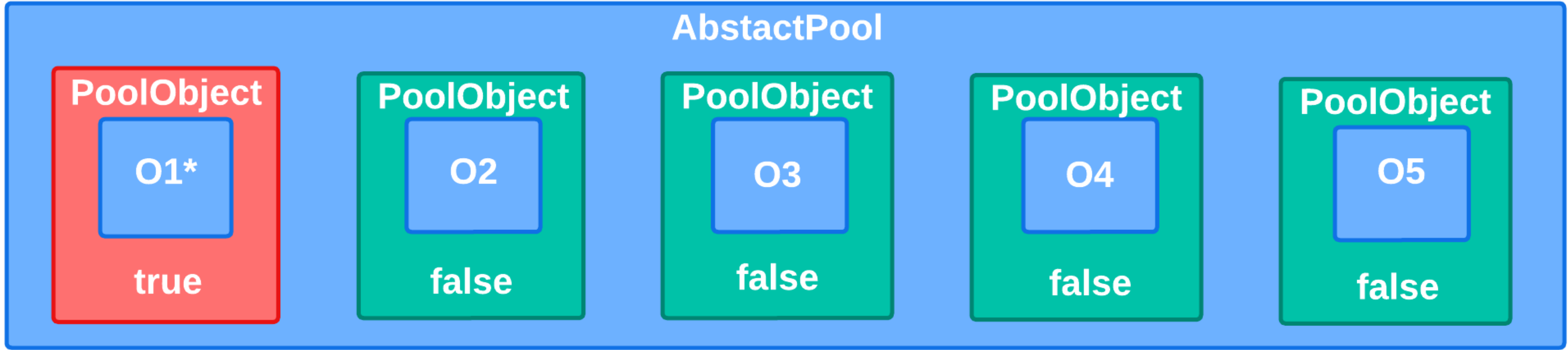


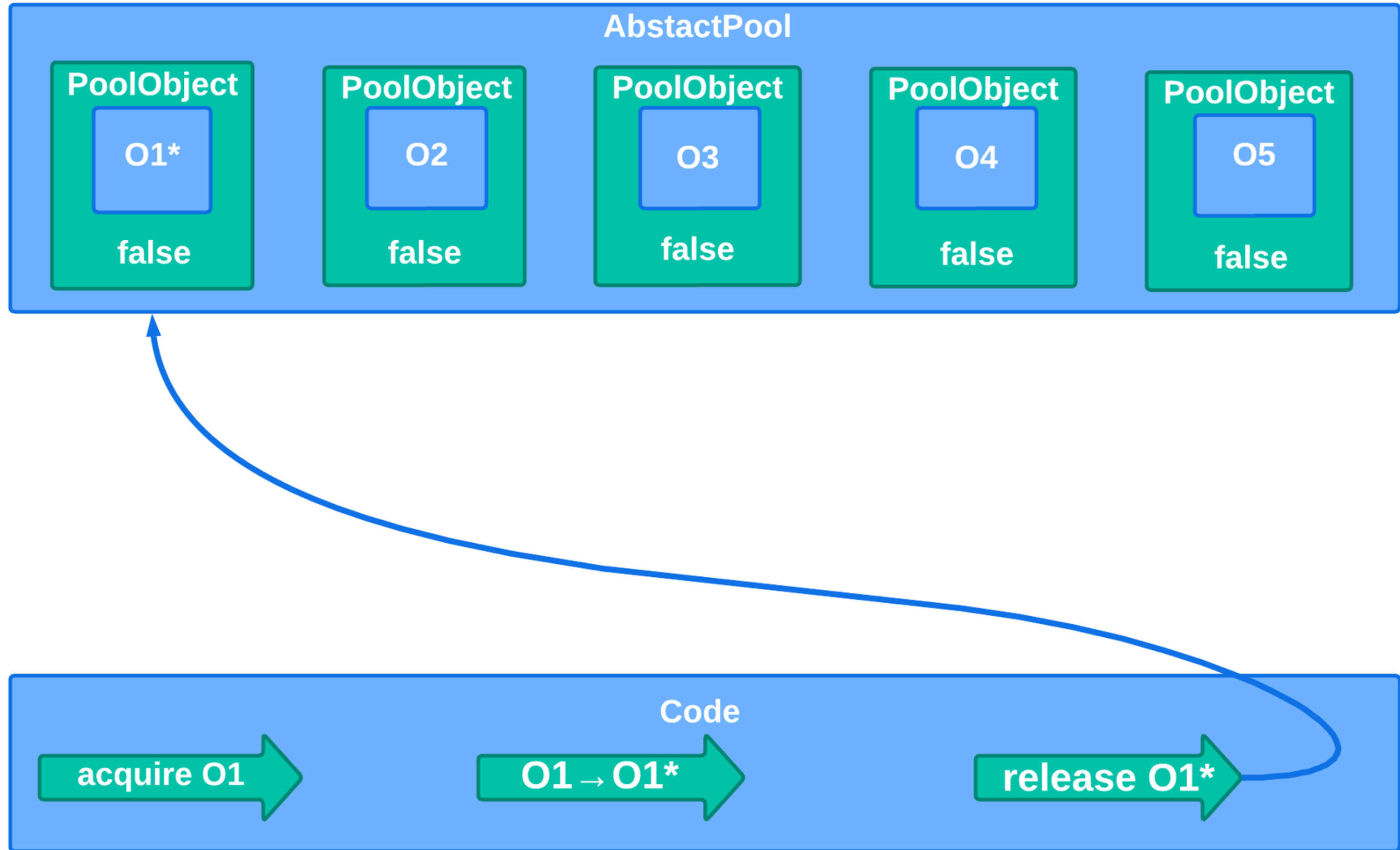


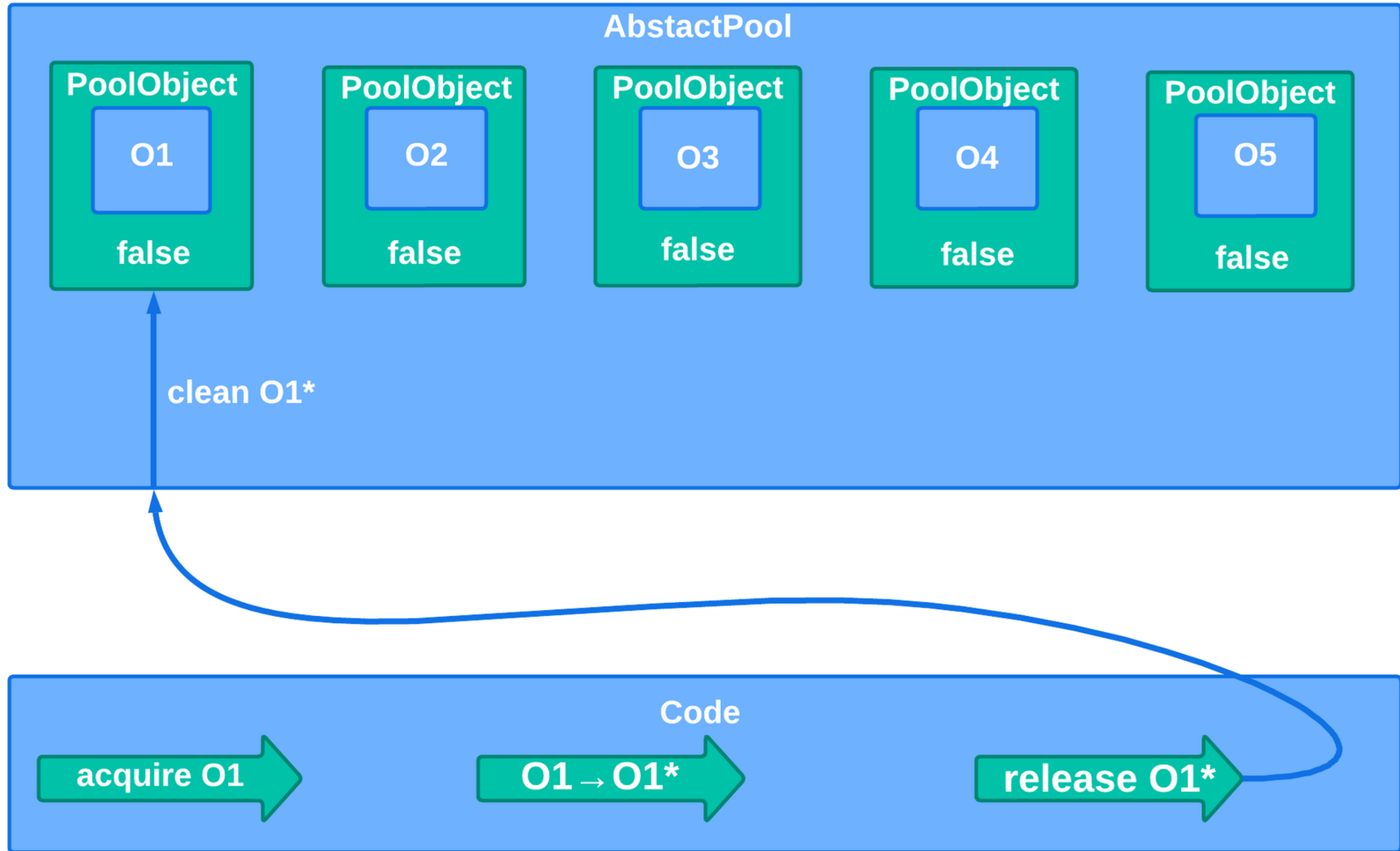
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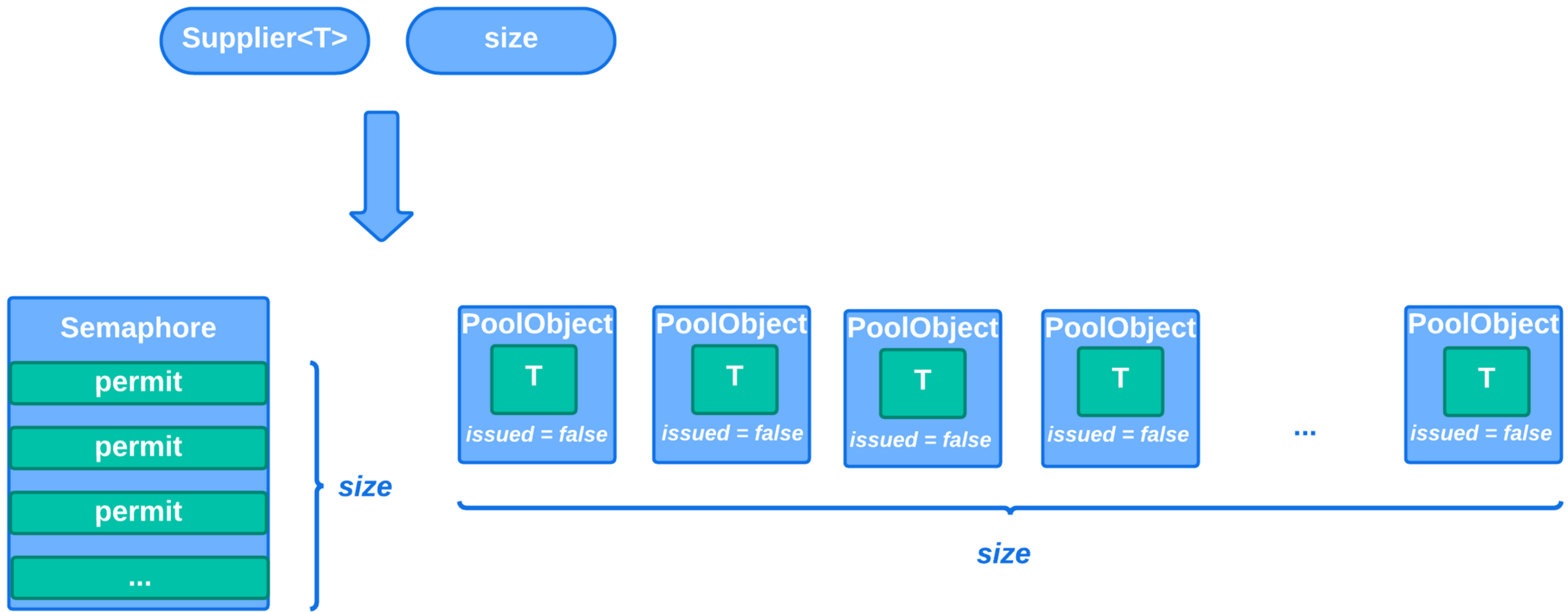






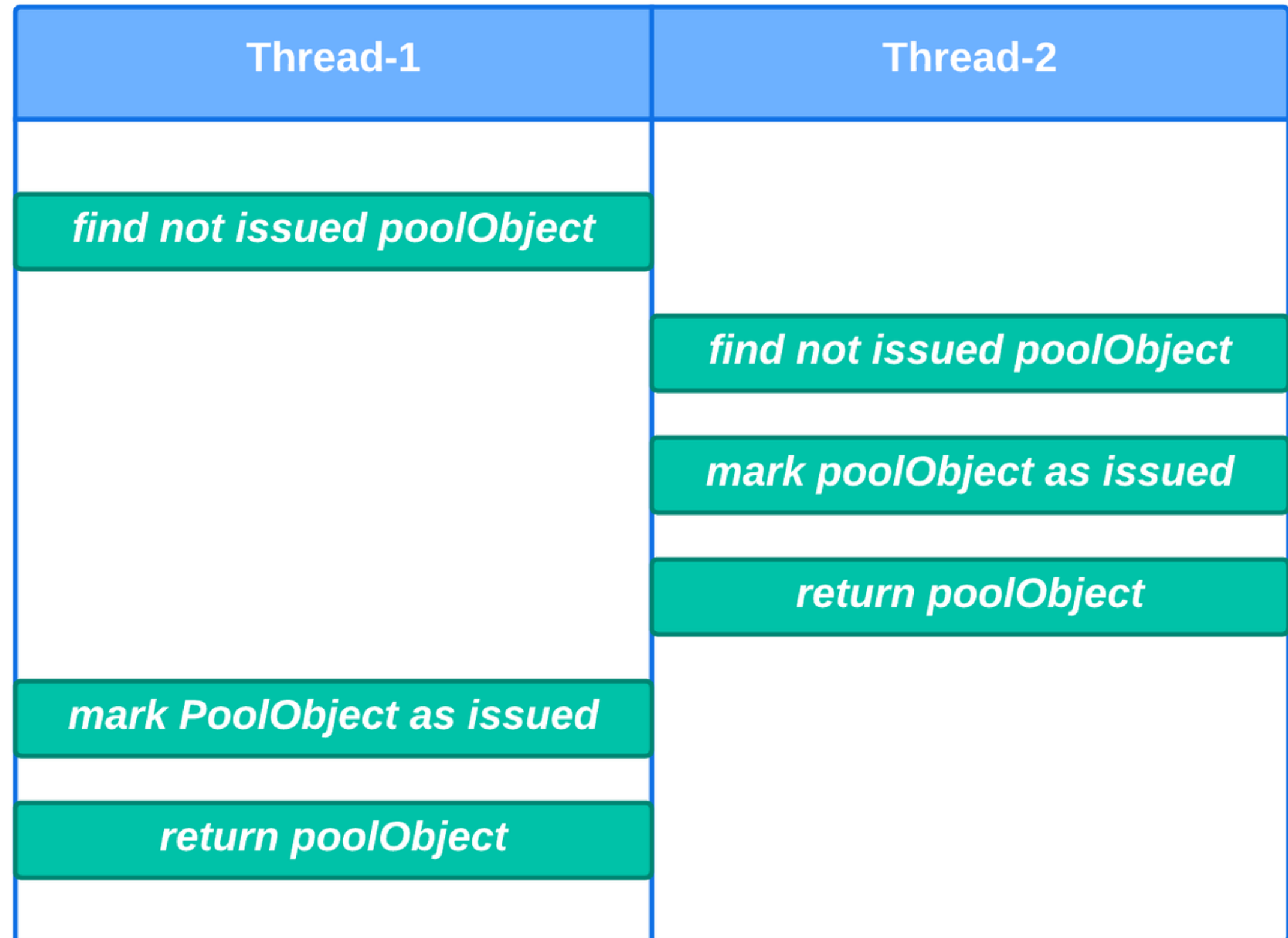




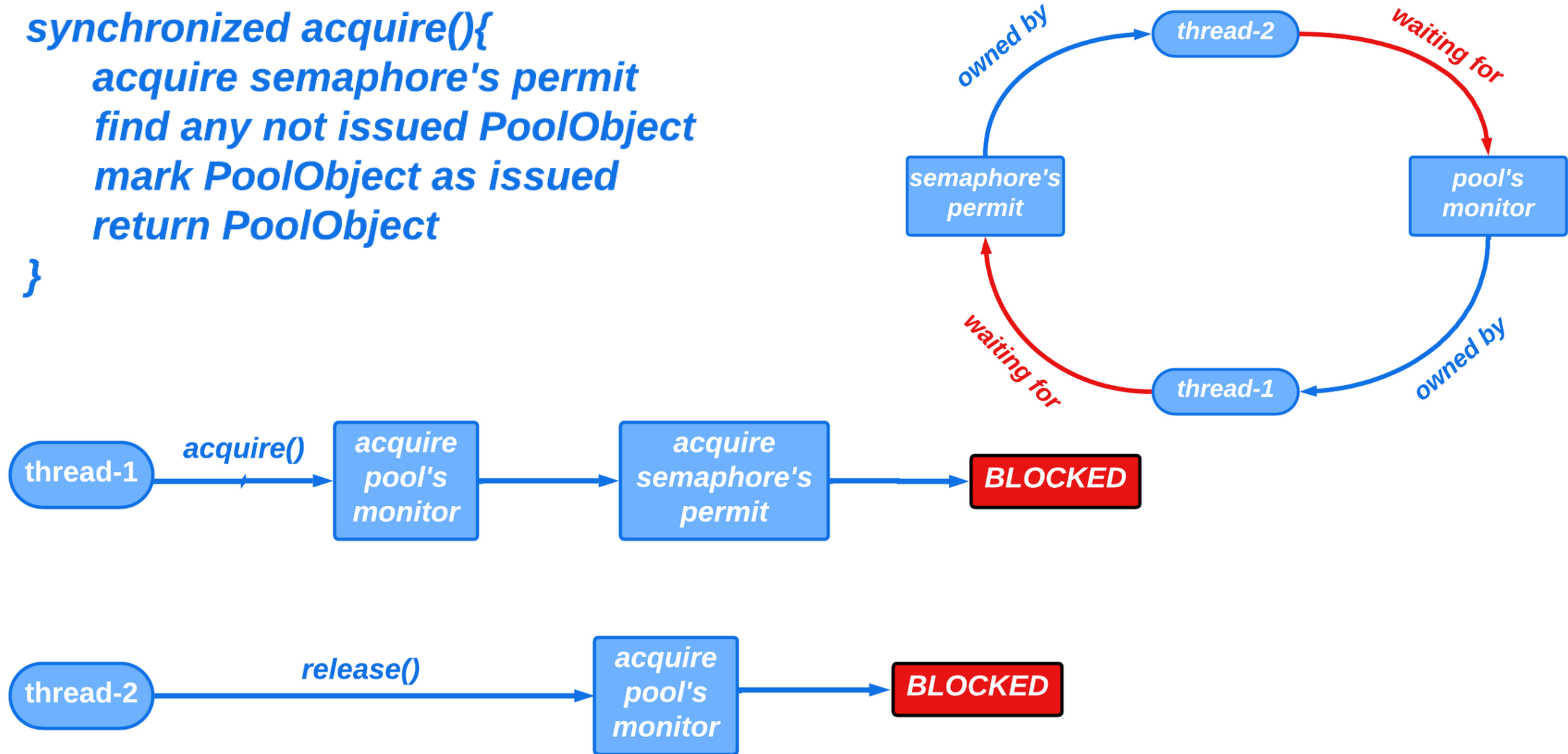


```
acquire() {  
    acquire semaphore's permit  
    acquire pool's monitor  
    //cannot return null because of semaphore  
    find any not issued PoolObject  
    mark PoolObject as issued  
    release pool's monitor  
    return PoolObject  
}
```

```
acquire(){  
    acquire semaphore's permit  
    find any not issued PoolObject  
    mark PoolObject as issued  
    return PoolObject  
}
```



```
synchronized acquire(){  
  acquire semaphore's permit  
  find any not issued PoolObject  
  mark PoolObject as issued  
  return PoolObject  
}
```



```
release(T object) {  
    acquire pool's monitor  
    find appropriate issued PoolObject  
    if(poolObject.isPresent()) {  
        mark PoolObject as not issued  
        clean object  
        releasingSuccessful = true  
    }  
    else {  
        releasingSuccessful = false  
    }  
    release pool's monitor  
    if(releasingSuccessful) {  
        release semaphore's permit  
    }  
}
```

ConnectionPool

PoolObject

connection_1
autoCommit : true

false

PoolObject

connection_2
autoCommit : true

false

PoolObject

connection_3
autoCommit : true

false

