Java Threads

15-121
Concurrency

- Concurrency is the process of working on multiple tasks at the same time.
- Operating Systems supports concurrency heavily.
- It is allowing computers to use resources more effectively.
Concurrent Programming

- Two basic units of execution
  - Processes
  - Threads
- There can be multiple processes
- An application can be a combination of multiple processes
- There can only be one thread executing at any given time (in a single core machine)
Threads

- A Thread is a program unit or process that is executed independently of other processes.
- Thread can be considered a “light-weight” process.
- Threads help carry out two or more tasks at the same time.
- Java virtual machine executes all threads in “parallel”
Threads

- Threads exists within a process
- Each process has at least one thread
- Each process has its own private run-time resources
- Multiple threads within a process can share resources within the process
Using Threads

```java
public class MyClass extends Thread {
    public void run() {
        // thread action
    }

    ... 
}
```

- Run method cannot be called by itself
- MyClass M = new MyClass();
- M.start() – starts a new thread and invokes run method
Runnable Interface

```java
public interface Runnable {
    void run();
}

public class MyClass implements Runnable{
    public void run(){
        // thread action
    }

    ...
}
```
Sleeping Threads

- Thread.sleep(time in milliseconds)
- A great way to pause the current thread

Read more at
class SimpleThread extends Thread {
    public SimpleThread(String str) {
        super(str);
    }
    public void run() {
        for (int i = 0; i < 10; i++) {
            System.out.println(i + " " + getName());
            try {
                sleep((int)(Math.random() * 1000));
            } catch (InterruptedException e) {}
        }
        System.out.println("DONE! " + getName());
    }
}

class TwoThreadsTest {
    public static void main (String args[]) {
        new SimpleThread("Jamaica").start();
        new SimpleThread("Fiji").start();
    }
}