

# Multi-Threading Summary

- Multi-tasking
- Multi-threading
- Threads in Java

By the end of this lecture, you will be able to describe what a **thread** is and understand how threads work in Java.

Question: In the programs we have created so far, how many statements are executed at the same time?

When you use your computer, how many programs do you run at the same time? Why?

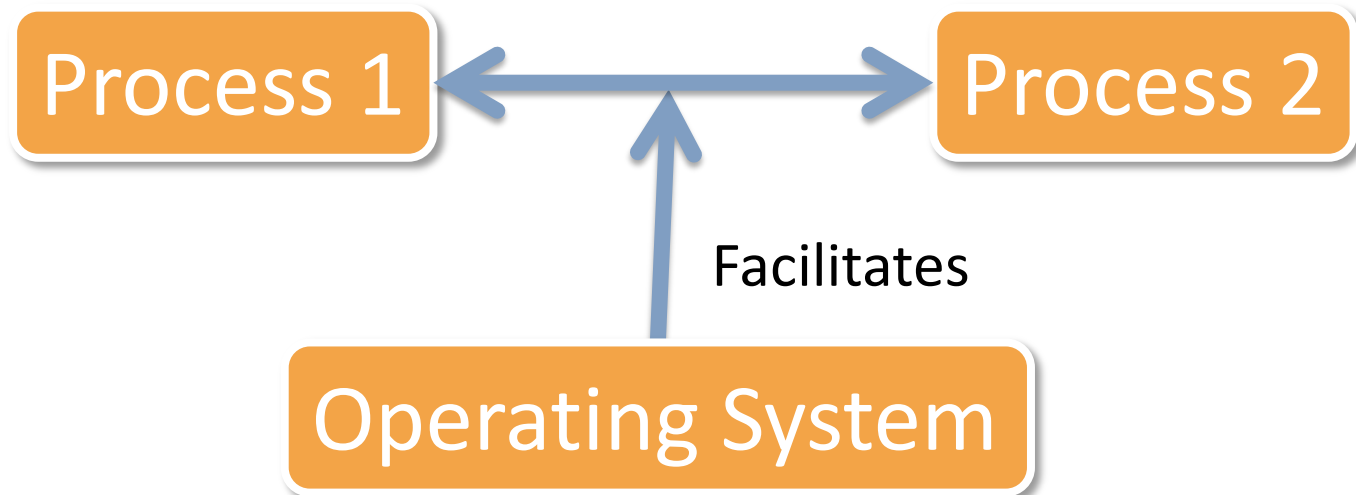
**Fact:** With only one CPU, only one machine instruction can be executed at a time.

**Discussion:** If you were to guess, how do you think it is possible that more than one program can run at the same time on your computer?

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Question: If you wanted to include a picture you received in an email in a presentation you were creating in Keynote, how would you share this information?

# Multi-Tasking



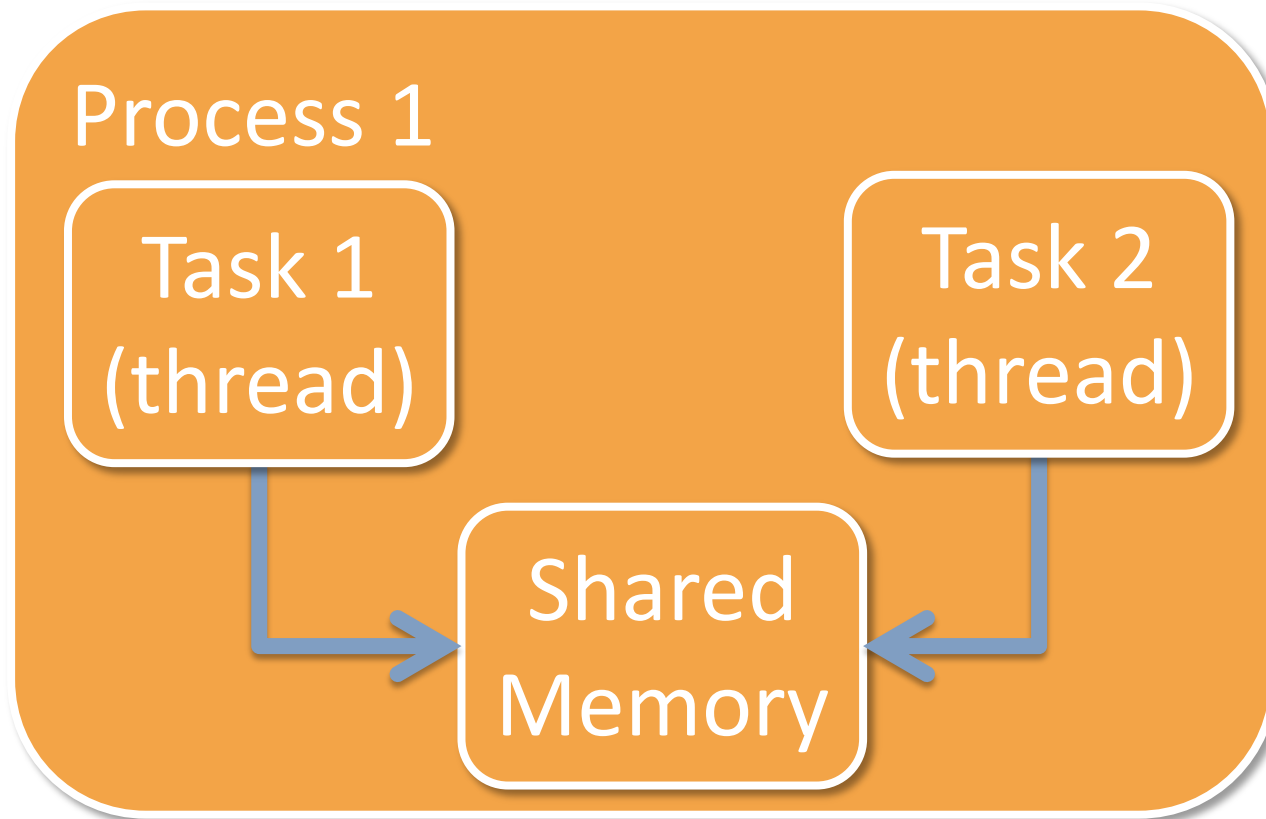


# What is the overhead?

# Threads

- A single program can “simultaneously” execute different **threads** of code
- All of a processes threads **share** the same memory (assigned by the operating system).

# Multi-Threading



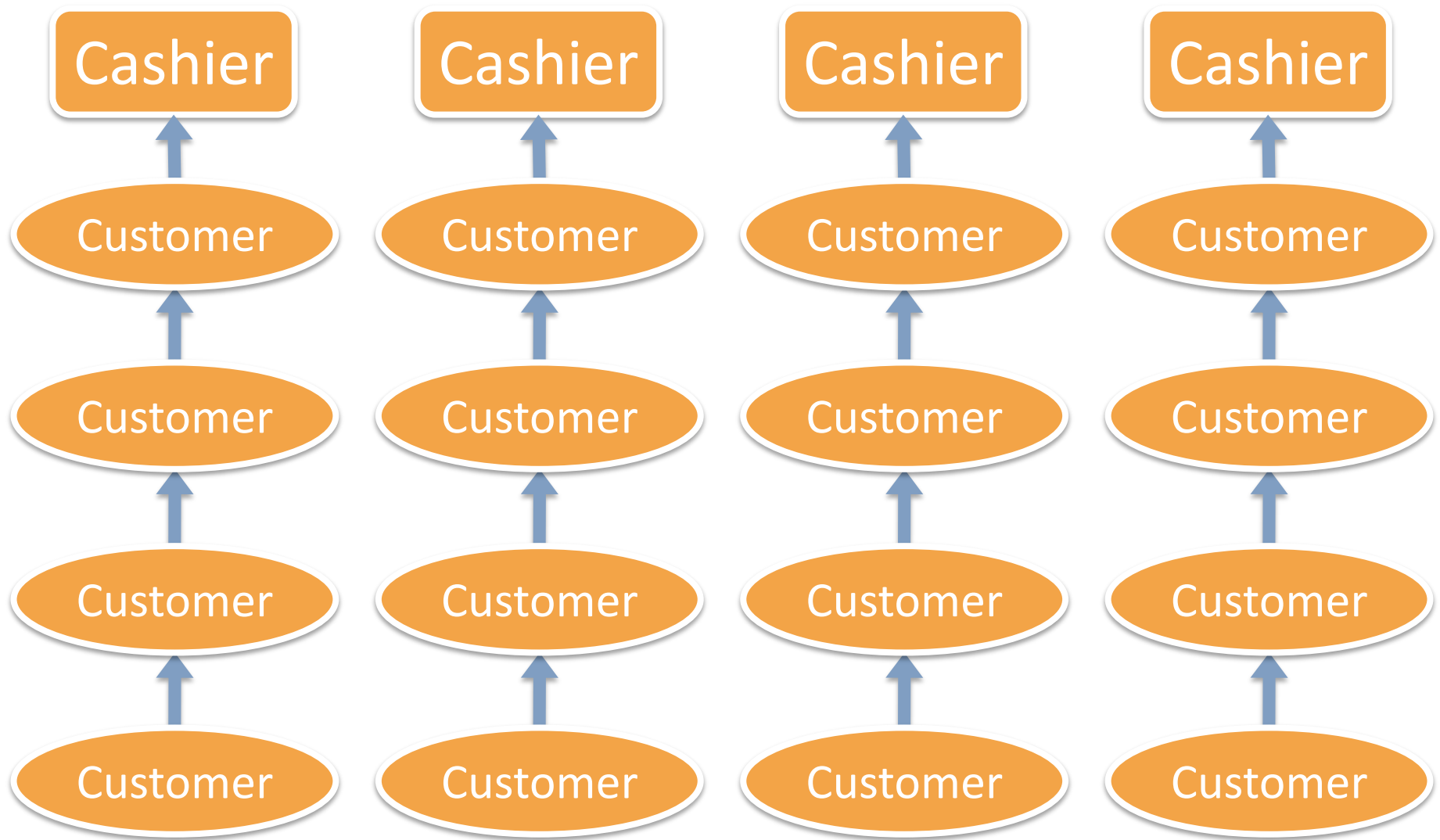
**Discussion:** What would be the benefit of multi-tasking over multi-threading?

# Example: Web Servers

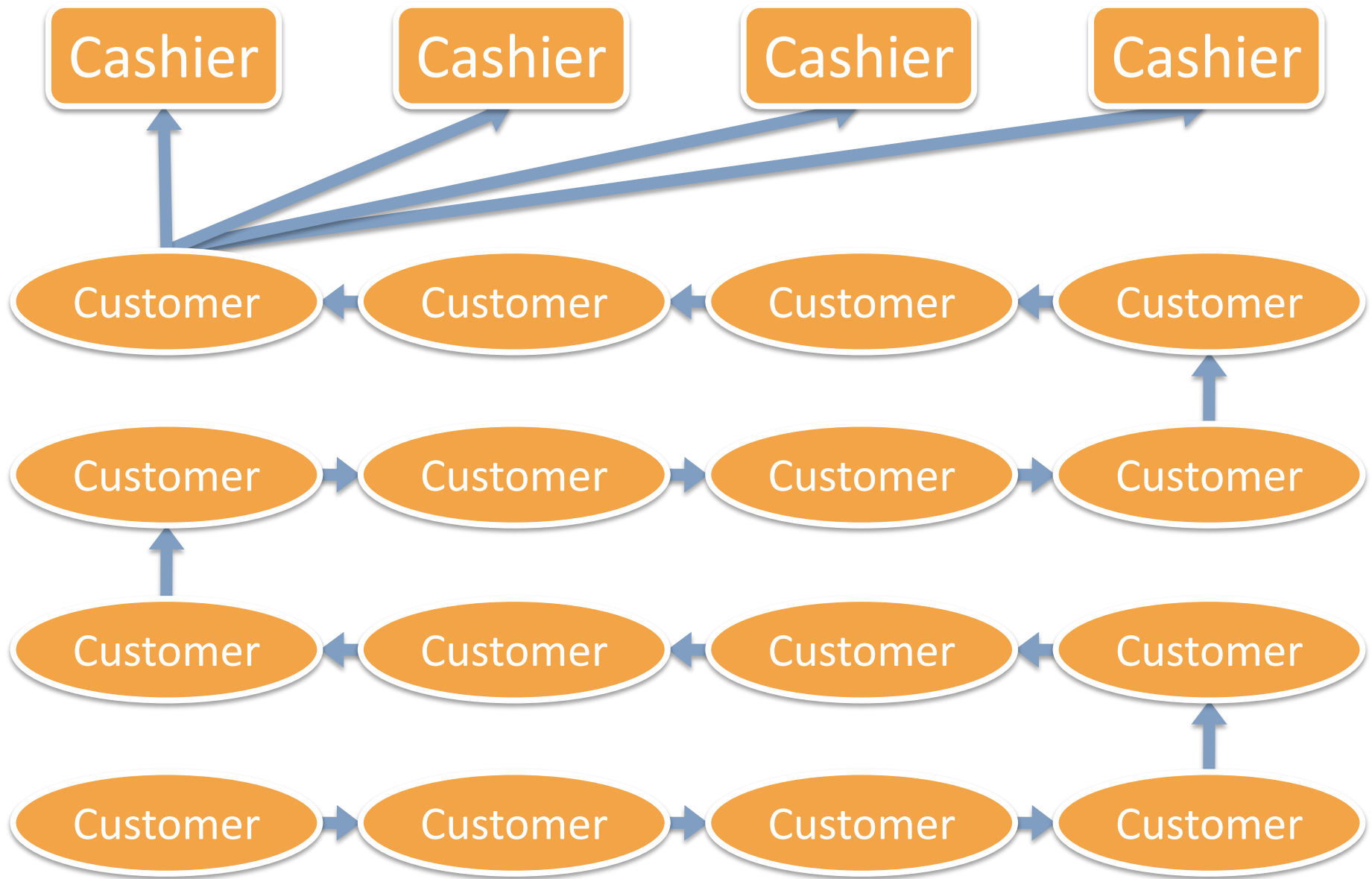
- A web server takes requests from the Internet
- Each request must be handled in turn

How does the **grocery store** handle many requests from people wanting to pay for their groceries?

How does the **bank** handle many requests from people wanting to do transactions?



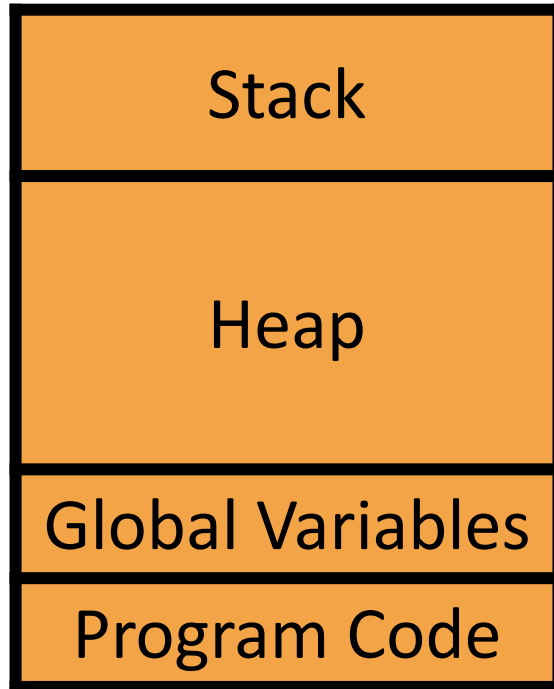




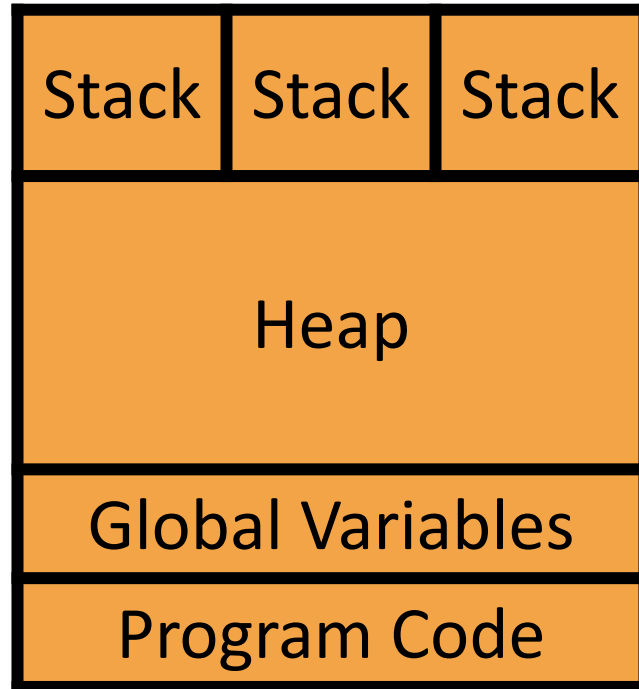
**Discussion:** What strategies do you use at the grocery store?

# Review

- What are the components of a process?



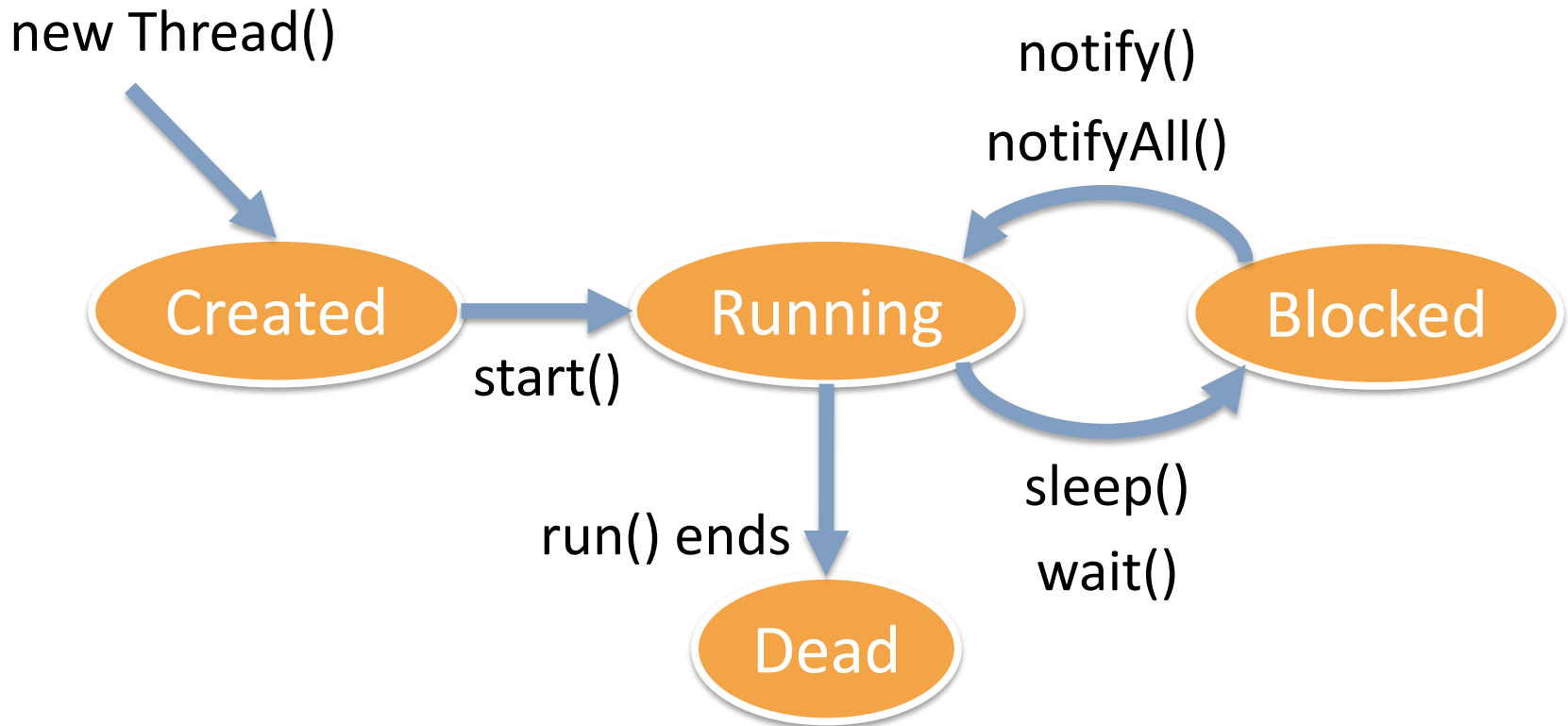
What needs to change?



# Threads in Java

- Java supports multiple threads
- When a Java program is started, the **virtual machine** starts up a main thread
- It **also** sets up other threads to maintain the virtual machine
- Example: garbage collection

# Thread States



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If you were writing a single program, what would be the benefit of using threads?



# Starting a new thread

- Instantiate a new `Thread` object
- Invoke the `start()` method on that object

# Example

```
MyTask aTask = new MyTask();  
Thread theThread = null;  
if (theThread == null)  
{  
    theThread = new Thread(aTask);  
    theThread.start();  
}
```

# Runnable Interface

- The **Runnable** interface has one method: **run**

# MyTask.java

```
public class MyTask implements Runnable
{
    public void run()
    {
        while (true)
        {
            // ....
        }
    }
}
```

Why use an infinite loop?

**Discussion:** Why are there separate **run** and **start** methods, and why don't we just call run directly?

**Discussion:** what issues might arise with the use of the same memory space in different threads?

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# Next Class

- Review for Final Exam