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Tema 1

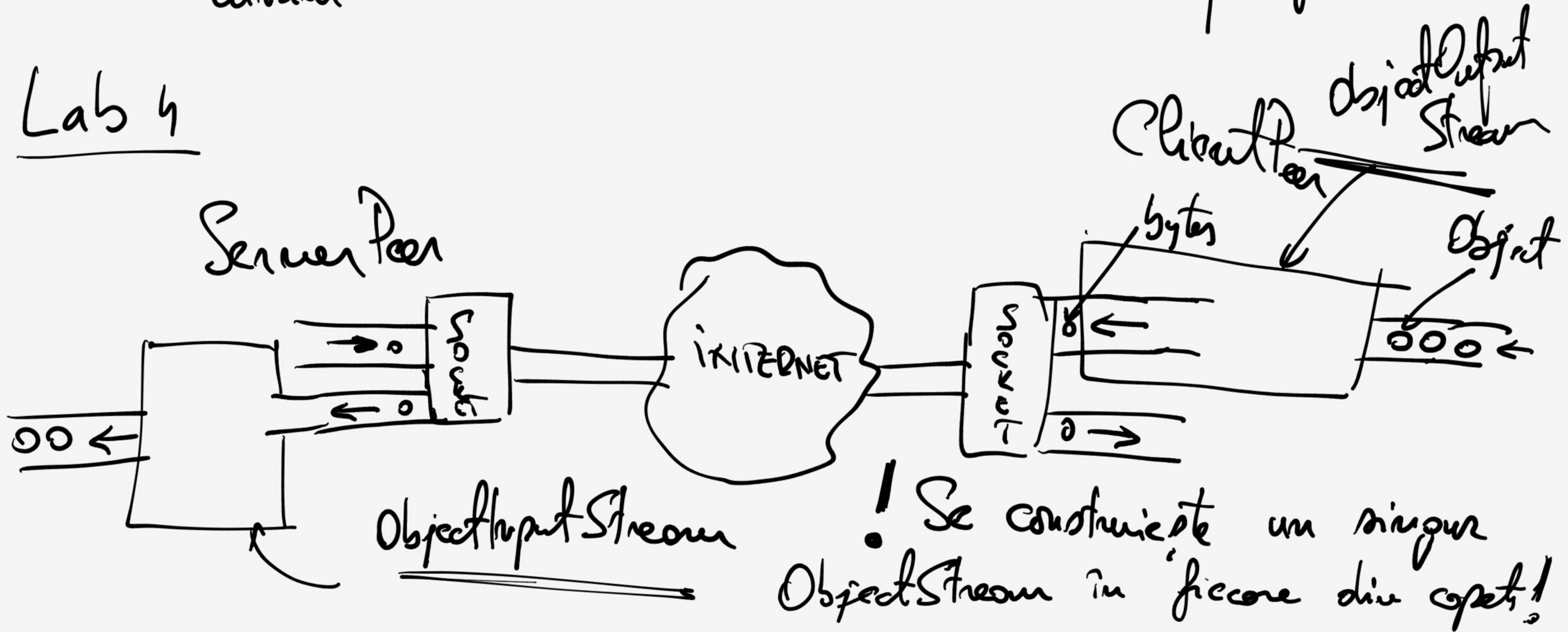
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Lab 4

Server Peer



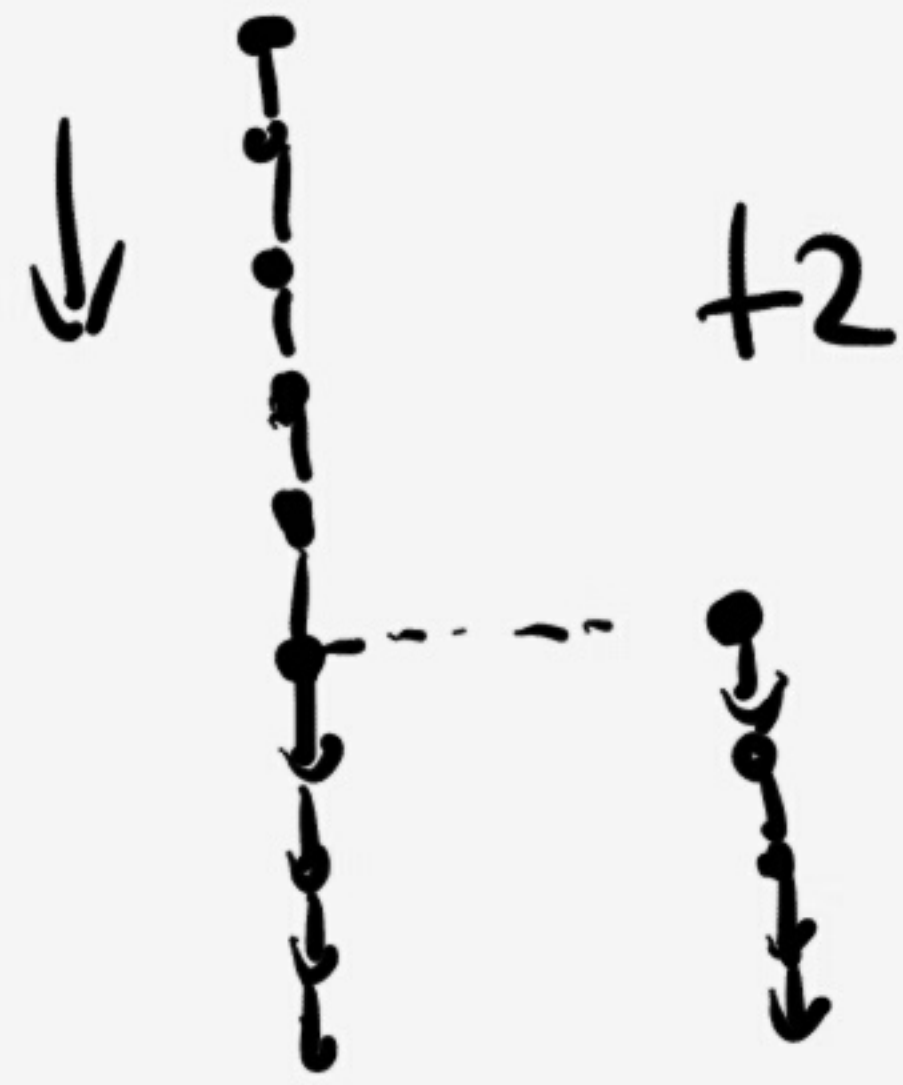
Multithreading

- java.lang.Thread (class)
- java.lang.Runnable (interface)

```
public class MyThread extends Thread {  
    @Override  
    public void run() {  
        while (true) {  
            System.out.println("I am the 2nd thread");  
        }  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        MyThread t = new MyThread();  
        t.run(); t.start();  
        while (true) {  
            System.out.println("I am the 1st thread");  
        }  
    }  
}
```

main



```
public class SyncTestThread extends Thread {
    private static int sValue = 0;
    @Override
    public void run() {
        try {
            while (true) {
                Thread.sleep(500);
                System.out.println("Value is " + sValue);
                sValue++;
            }
        } catch (InterruptedException ex) {
            System.out.println("Thread interrupted");
        }
    }
}
```

```
public static void main(String[] args) {  
    SyncTestThread t = new SyncTestThread();  
    t.start();  
    try {  
        while (true) {  
            Thread.sleep(400);  
            System.out.println("Value is: " + sValue);  
            sValue++;  
        }  
    } catch (InterruptedException ex) {  
        System.out.println("Interrupted");  
    }  
}
```

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