Threads I: Introduction

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1 Administrivia

Announcements

Deliverables due today.


Assignment

Complete the lab.

From Last Time

Class design.

Outline

1. Introduction.

2. Lab.
2 Introduction

1. What is a thread?

2. Why threads?

3. How do I make a thread?

    class Foo extends applet
    {
        Bar b = new Bar();

        public void init()
        {
            ...
            b.start(); // Get the thread going.
            ...
        }
    }

    class Bar extends Thread
    {
        ...

        public void run()
        {
            // This is where the thread "lives."
        }
    }

Other thread methods:

(a) sleep()

(b) start()

(c) stop() — deprecated.
3 Lab