1 Administrivia

Announcements

Deliverables due Wednesday.

Assignment

Complete the lab.

From Last Time

Class design.

Outline

1. Introduction.

2. Lab.

Coming Up

Threads II: Synchronization.
2 Introduction

1. What is a thread?

2. Why threads?

3. How do I make a thread?

```java
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