Threads I: Introduction

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1 Administrivia

Announcements

Deliverables due today.

Next deliverables due: User interface mock-ups, collaboration diagrams. Due 10/9. Motivation. Don't forget traceability on collaboration diagrams.

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?

```
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