

Threads I: Introduction

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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?

```
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