### Overview of Concurrent Programming Concepts

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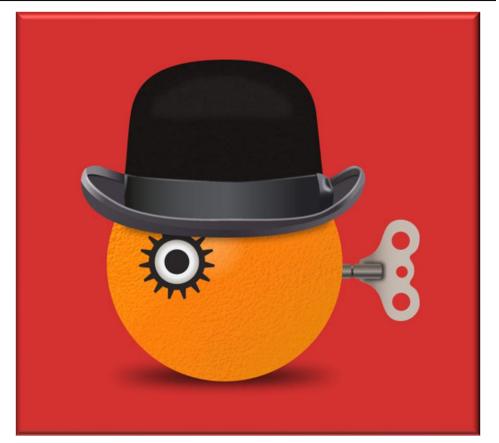
#### Learning Objectives in this Part of the Lesson

 Understand the meaning of key background threads concurrent programming concepts send() **GUID Generator** SERVICE ACTIVITY **UI** thread

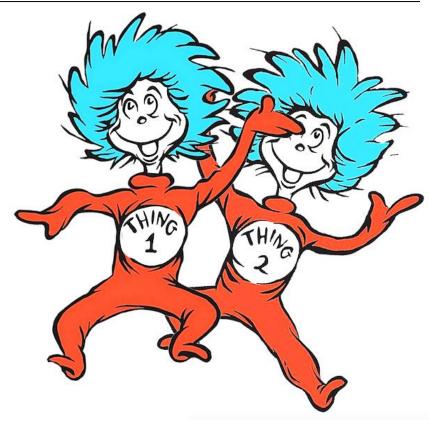
 Sequential programming is a form of computing that executes the same sequence of instructions & always produces the same results



- Sequential programming is a form of computing that executes the same sequence of instructions & always produces the same results
  - i.e., execution is deterministic



Sequential programs have two characteristics



- Sequential programs have two characteristics:
  - The textual order of statements specifies their order of execution

```
Specifics their order of execution
```

```
e.g., the rangeCheck() method must be called before the elementData() method
```

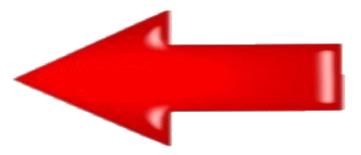
```
public E get(int index) {
   rangeCheck(index);
```

return elementData (index);

- Sequential programs have two characteristics:
  - The textual order of statements specifies their order of execution



 Successive statements must execute without any temporal overlap



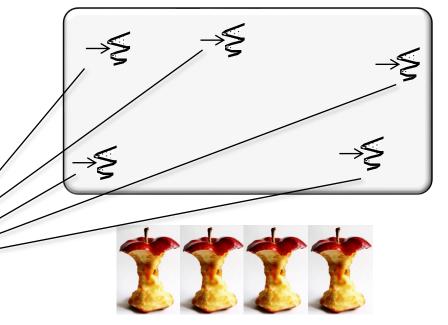
Concurrent programming is a form of computing where threads can run

simultaneously



Concurrent programming is a form of computing where threads can run simultaneously

A thread is a unit of execution for instruction streams that can run concurrently on 1+ processor cores



Concurrent programming is a form of computing where threads can run simultaneously

Threads may be multiplexed over one core, though this is increasingly rare..



• Different executions of a concurrent program may produce different

instruction orderings



- Different executions of a concurrent program may produce different instruction orderings:
  - The textual order of the source code doesn't define the order of execution



computationA(), computationB(), & computationC() can run in any order after their threads start executing

```
new Thread(() ->
           computationA()).
           start();
new Thread(() ->
           computationB()).
           start();
new Thread(() ->
           computationC()).
           start();
```

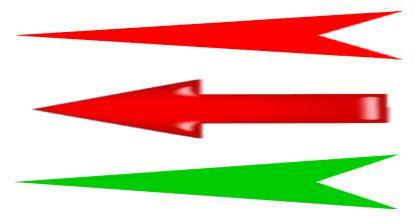
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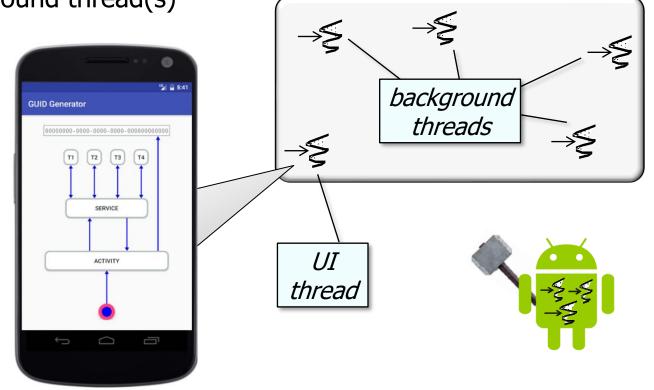
 The textual order of the source code doesn't define the order of execution

 Operations are permitted to overlap in time



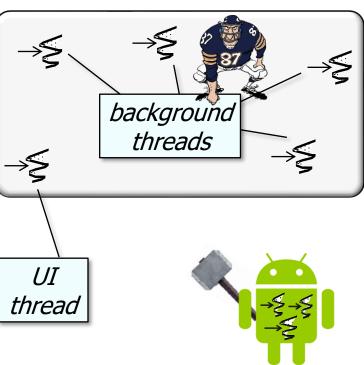


Concurrent programming is often used to offload work from the user interface
 (UI) thread to background thread(s)



See developer.android.com/topic/performance/threads.html

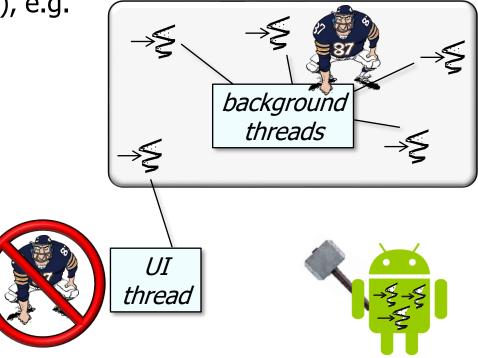
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  - (UI) thread to background thread(s), e.g.Background thread(s) can block



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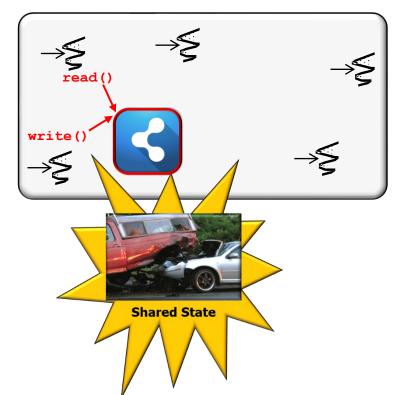
(UI) thread to background thread(s), e.g.

- Background thread(s) can block
- The UI thread does not block



See developer.android.com/training/multiple-threads/communicate-ui.html

- Concurrent programming is often used to offload work from the user interface
  - (UI) thread to background thread(s), e.g.
  - Background thread(s) can block
  - The UI thread does not block
  - Any mutable state shared between these threads must be protected to avoid concurrency hazards



See upcoming lesson on "Overview of Concurrency in Java"

# End of Overview of Concurrent Programming Concepts