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Learning Objectives in this Lesson

 Understand the implementation of key methods in the Executors utility class

Class Executors

java.lang.Object java.util.concurrent.Executors

public class Executors
extends Object

Factory and utility methods for Executor, ExecutorService, ScheduledExecutorService, ThreadFactory, and Callable classes defined in this package. This class supports the following kinds of methods:

- Methods that create and return an ExecutorService set up with commonly useful configuration settings.
- Methods that create and return a ScheduledExecutorService set up with commonly useful configuration settings.
- Methods that create and return a "wrapped" ExecutorService, that disables reconfiguration by making implementation-specific methods inaccessible.
- Methods that create and return a ThreadFactory that sets newly created threads to a known state.
- Methods that create and return a Callable out of other closure-like forms, so they can be used in execution methods requiring Callable.

Executors is a Java utility class

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See docs.oracle.com/javase/8/docs/api/java/util/concurrent/Executors.html

- Executors is a Java utility class
 - A utility class is a final class having only static methods, no non-static state, & a private constructor

Class Executors

java.lang.Object java.util.concurrent.Executors

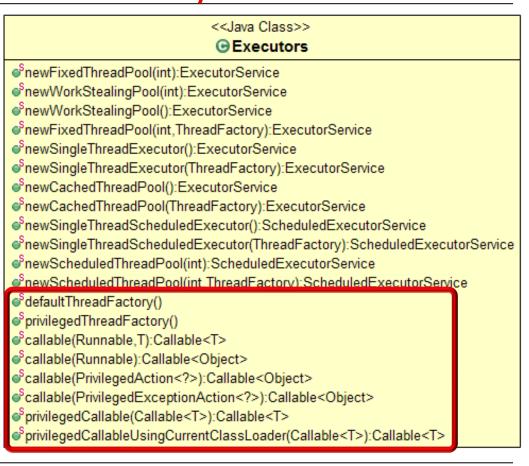
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See www.quora.com/What-is-the-best-way-to-write-utility-classes-in-Java/answer/Jon-Harley

 It defines utility methods used by Executor framework classes



- It defines utility methods used by Executor framework classes, e.g.
 - defaultThreadFactory() sets new threads to a known state

public static ThreadFactory

DefaultThreadFactory();

defaultThreadFactory()

public class Executors {

return new

- It defines utility methods used by Executor framework classes, e.g.
 - defaultThreadFactory() sets new threads to a known state
 - The defaultThreadFactory() is used by these factory methods

defaultThreadFactory()

Returns a default thread factory used to create new threads.

newCachedThreadPool()

Creates a thread pool that creates new threads as needed, but will reuse previously constructed threads when they are available.

newCachedThreadPool(ThreadFactory threadFactory)

Creates a thread pool that creates new threads as needed, but will reuse previously constructed threads when they are available, and uses the provided ThreadFactory to create new threads when needed.

newFixedThreadPool(int nThreads)

Creates a thread pool that reuses a fixed number of threads operating off a shared unbounded queue.

newFixedThreadPool(int nThreads, ThreadFactory threadFactory)

Creates a thread pool that reuses a fixed number of threads operating off a shared unbounded queue, using the provided ThreadFactory to create new threads when needed.

newScheduledThreadPool(int corePoolSize)

Creates a thread pool that can schedule commands to run after a given delay, or to execute periodically.

newScheduledThreadPool(int corePoolSize, ThreadFactory threadFactory)

Creates a thread pool that can schedule commands to run after a given delay, or to execute periodically.

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 - User-defined ThreadFactory objects can be passed to other factory methods in Executors

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 - e.g., enables apps to create custom thread subclasses, priorities, etc.

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- It defines utility methods used by Executor framework classes, e.g.
 - defaultThreadFactory() sets new threads to a known state
 - User-defined ThreadFactory objects can be passed to other factory methods in Executors
 - Create a callable from a runnable

```
public class Executors {
  public static Callable<Object>
          callable(Runnable task) {
```

<Object>(task, null);

```
return new RunnableAdapter
```

- It defines utility methods used by Executor framework classes, e.g.
 - defaultThreadFactory() sets new threads to a known state
 - User-defined ThreadFactory objects can be passed to other factory methods in Executors
 - Create a callable from a runnable

```
return new RunnableAdapter
                                   <Object>(task, null);
class RunnableAdapter<T> implements Callable<T> {
```

public static Callable<Object>

callable(Runnable task) {

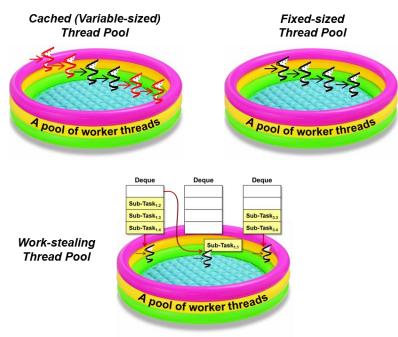
public class Executors {

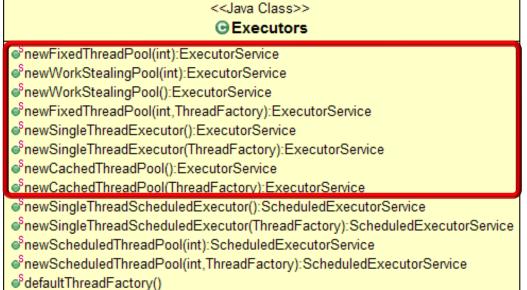
public T call() { task.run(); return result; }

RunnableAdapter(Runnable t, T r) { task = t; result = r; }

final Runnable task; final T result;

 It also defines factory methods to make Executor thread pools





privilegedThreadFactory()

Scallable(Runnable,T):Callable<T>
Scallable(Runnable):Callable<Object>

Scallable(PrivilegedAction<?>):Callable<Object>

SprivilegedCallable(Callable<T>):Callable<T>

Scallable(PrivilegedExceptionAction<?>):Callable<Object>

SprivilegedCallableUsingCurrentClassLoader(Callable<T>):Callable<T>

 It also defines factory methods to make Executor thread pools





It can also create a thread pool with just one thread!

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools

```
public static ExecutorService
newFixedThreadPool(int nThreads,
  ThreadFactory threadFactory) {
  return new ThreadPoolExecutor
    (nThreads, nThreads,
     OL, TimeUnit.MILLISECONDS,
     new LinkedBlockingQueue
       <Runnable>(),
     threadFactory);
```

public class Executors {

- It also defines factory methods to public class Executors {
 - make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Uses ThreadPoolExecutor class

```
public static ExecutorService
newFixedThreadPool(int nThreads,
    ThreadFactory threadFactory) {
    return new ThreadPoolExecutor
    (nThreads, nThreads,
```

<Runnable>(),

threadFactory);

OL, TimeUnit.MILLISECONDS,

new LinkedBlockingQueue

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Uses ThreadPoolExecutor class
 - Core pool size & maximum pool size are the same

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public static ExecutorService
newFixedThreadPool(int nThreads,
  ThreadFactory threadFactory) {
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    (nThreads, nThreads,
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     new LinkedBlockingQueue
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public class Executors {

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Uses ThreadPoolExecutor class
 - Core pool size & maximum pool size are the same
 - Idle threads don't timeout

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public class Executors {
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```

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Uses ThreadPoolExecutor class
 - Core pool size & maximum pool size are the same
 - Idle threads don't timeout
 - Threads can block on a shared unbounded queue

```
OL, TimeUnit.MILLISECONDS,
new LinkedBlockingQueue
  <Runnable>(),
threadFactory);
```

public static ExecutorService

(nThreads, nThreads,

newFixedThreadPool(int nThreads,

ThreadFactory threadFactory) {

return new ThreadPoolExecutor

public class Executors {

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Uses ThreadPoolExecutor class
 - Core pool size & maximum pool size are the same
 - Idle threads don't timeout
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 - Threads can be created via a custom ThreadFactory

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public class Executors {
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public class Executors {
  public static ExecutorService
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                      nThreads) {
    return new ThreadPoolExecutor
      (nThreads, nThreads,
       OL, TimeUnit.MILLISECONDS,
       new LinkedBlockingQueue
         <Runnable>());
                <<Java Class>>
            DefaultThreadFactory
```

▲ DefaultThreadFactory()
● newThread(Runnable)

A variant of newFixedThreadPool() uses DefaultThreadFactory

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools

```
public class Executors {
    ...
   public static ExecutorService
   newCachedThreadPool
     (ThreadFactory threadFactory) {
     return new ThreadPoolExecutor
          (0, Integer.MAX_VALUE,
                60L, TimeUnit.SECONDS,
```

new SynchronousQueue

<Runnable>(),

threadFactory);

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Uses ThreadPoolExecutor class

```
(ThreadFactory threadFactory) {
  return new ThreadPoolExecutor
     (0, Integer.MAX_VALUE,
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      <Runnable>(),
     threadFactory);
}
....
```

public static ExecutorService

public class Executors {

newCachedThreadPool

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Uses ThreadPoolExecutor class
 - New threads started as needed, but existing threads are reused

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public class Executors {
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```

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Uses ThreadPoolExecutor class
 - New threads started as needed, but existing threads are reused
 - Terminate & remove threads from cache if unused for 60 seconds

```
public class Executors {
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 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Uses ThreadPoolExecutor class
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 - execute() does a "rendezvous" with a new worker thread

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newCachedThreadPool

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 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Uses ThreadPoolExecutor class
 - New threads started as needed, but existing threads are reused
 - Terminate & remove threads from cache if unused for 60 seconds
 - execute() does a "rendezvous" with a new worker thread
 - Threads can be created via custom ThreadFactory

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public static ExecutorService
newCachedThreadPool
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public static ExecutorService
newCachedThreadPool() {
 return new ThreadPoolExecutor
 (0, Integer.MAX_VALUE,
 60L, TimeUnit.SECONDS,
 new SynchronousQueue
 <Runnable>());
}

<<Java Class>>

DefaultThreadFactory

▲ DefaultThreadFactory()
● newThread(Runnable)

public class Executors {

A variant of newCachedThreadPool() uses DefaultThreadFactory

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Create work-stealing thread pools

```
public class Executors {
  public static ExecutorService
    newWorkStealingPool
      (int parallelism) {
      return new ForkJoinPool
        (parallelism,
         ForkJoinPool
         .defaultForkJoin
          WorkerThreadFactory,
         null,
         true);
```

- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Create work-stealing thread pools
 - Implemented via ForkJoinPool

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- It also defines factory methods to make Executor thread pools, e.g.
 - Create fixed-sized thread pools
 - Create variable-sized thread pools
 - Create work-stealing thread pools
 - Implemented via ForkJoinPool
 - Set the target parallelism level

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 - Create work-stealing thread pools
 - Implemented via ForkJoinPool
 - Set the target parallelism level
 - etc.

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End of the Java Executors Utility Class