

Applying Java Platform Threads & Virtual Threads: Case Study ex15

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Learning Objectives in this Lesson

- Know the differences between Java platform & virtual threads
 - Be aware of how to create Java platform & virtual threads
 - Understand how to program Java virtual & platform Thread objects

```
Thread makeThread
    (Runnable runnable,
     boolean virtual) {
    var thread = virtual
        ? Thread.ofVirtual()
        : Thread.ofPlatform();

    return thread
        .unstarted(runnable);
}
```

This case study demonstrates how to create, start, & use virtual & platform Thread objects in very modern Java (i.e., Java 19+)

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```
Thread makeThread
```

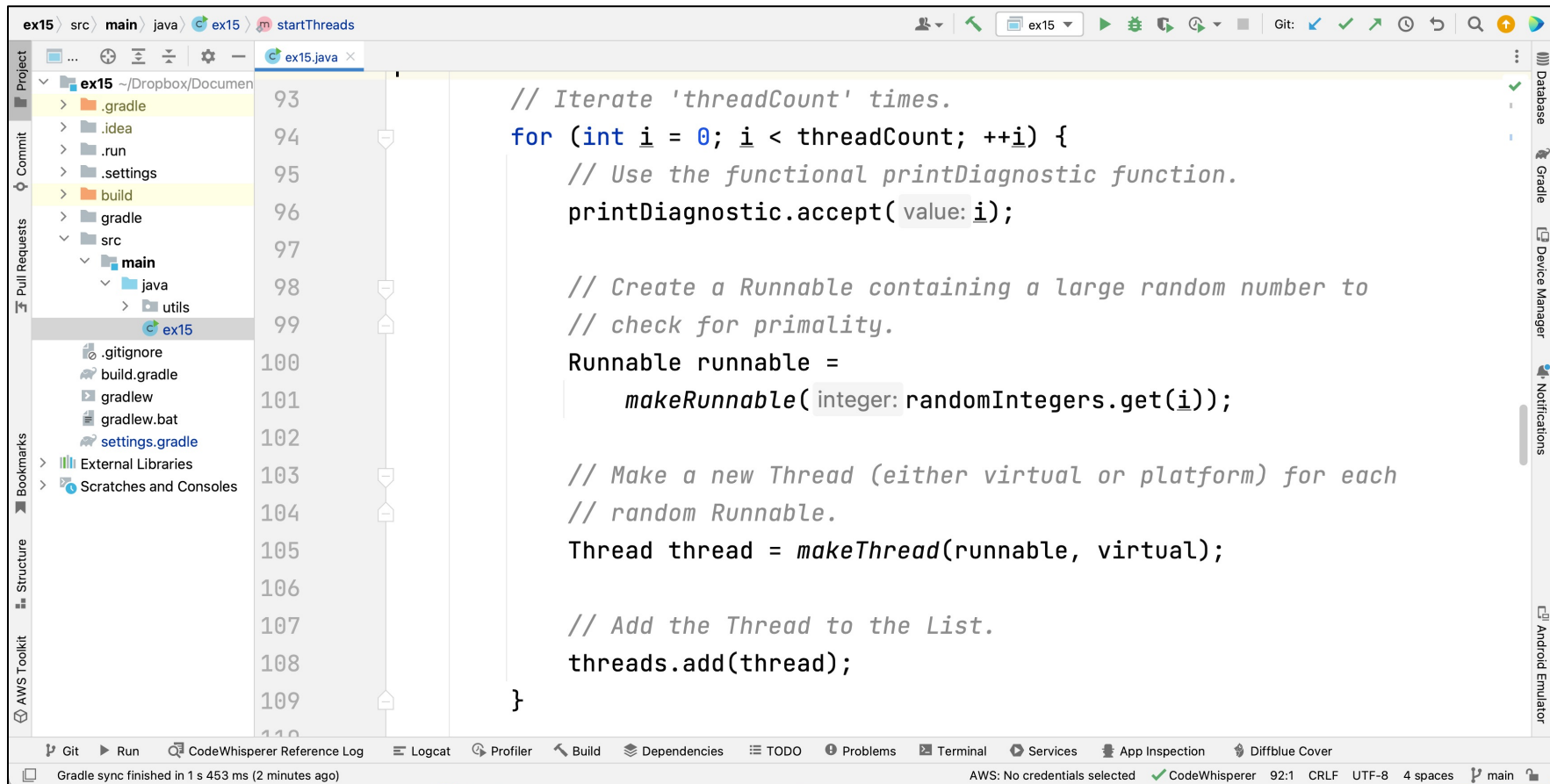
```
(Runnable runnable,  
boolean virtual) {  
    var thread = virtual  
        ? Thread.ofVirtual()  
        : Thread.ofPlatform();  
  
    return thread  
        .unstarted(runnable);  
}
```



It also showcases the difference in performance of Java virtual & platform Thread objects

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The screenshot shows an IDE window with the following code in `ex15.java`:

```
93 // Iterate 'threadCount' times.
94 for (int i = 0; i < threadCount; ++i) {
95     // Use the functional printDiagnostic function.
96     printDiagnostic.accept(value: i);
97
98     // Create a Runnable containing a large random number to
99     // check for primality.
100    Runnable runnable =
101        makeRunnable(integer: randomIntegers.get(i));
102
103    // Make a new Thread (either virtual or platform) for each
104    // random Runnable.
105    Thread thread = makeThread(runnable, virtual);
106
107    // Add the Thread to the List.
108    threads.add(thread);
109 }
```

The IDE interface includes a Project view on the left showing the file structure, a toolbar at the top with icons for navigation and execution, and a status bar at the bottom with various tool icons and system information.

See github.com/douglasraigschmidt/ModernJava/tree/main/FP/ex15

End of Applying Java Platform Threads & Virtual Threads: Case Study ex15