Java Thread: Evaluation



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Learning Objectives in this Part of the Lesson

- Understand how Java threads support concurrency
- Learn how our case study app works
- Know alternative ways of giving code to a thread
- Learn how to pass parameters to a Java thread
- Know how to run a Java thread
- Recognize common thread mechanisms
- Appreciate Java thread "happensbefore" orderings
- Understand the implementation of the GCD concurrent app
- Know the pros & cons of Java thread programming models



 Now that we've examined the source code for the GCD concurrent app we'll summarize the pros & cons of the various Java thread programming models



Pros with extending Thread



```
public class GCDThread
       extends Thread
  private MainActivity mActivity;
  public GCDThread setActivity
    (MainActivity activity) {
    mActivity = activity;
    return this;
  private int computeGCD
     (int number1, number2) {
  public void run()
  { ... }
```

- Pros with extending Thread
 - It's straightforward to extend the Thread super class

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public class GCDThread
       extends Thread
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  private int computeGCD
     (int number1, number2) {
  public void run()
  { . . . }
```

- Pros with extending Thread
 - It's straightforward to extend the Thread super class
 - Just override the run() hook method!

```
public class GCDThread
       extends Thread
  private MainActivity mActivity;
  public GCDThread setActivity
    (MainActivity activity) {
    mActivity = activity;
    return this;
  private int computeGCD
     (int number1, number2) {
  public void run()
  { ... }
```

- Pros with extending Thread
 - It's straightforward to extend the Thread super class
 - All state & methods are consolidated in one place

```
public class GCDThread
       extends Thread
  private MainActivity mActivity;
  public GCDThread setActivity
    (MainActivity activity) {
    mActivity = activity;
    return this;
// Main app
Thread thread = new GCDThread()
  .setActivity(this)...;
thread.start();
```

- Pros with extending Thread
 - It's straightforward to extend the Thread super class
 - All state & methods are consolidated in one place
 - Enables central allocation & management of the thread

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public class GCDThread
       extends Thread
  private MainActivity mActivity;
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// Main app
Thread thread = new GCDThread()
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thread.start();
```

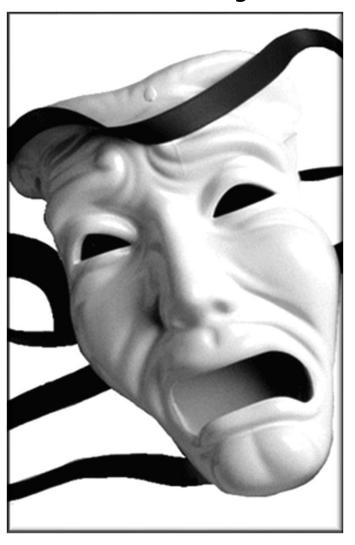
- Pros with extending Thread
 - It's straightforward to extend the Thread super class
 - All state & methods are consolidated in one place
 - Enables central allocation & management of the thread
 - This design is useful when the thread must be updated during runtime configuration changes

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Thread thread = new GCDThread()
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- Pros with extending Thread
 - It's straightforward to extend the Thread super class
 - All state & methods are consolidated in one place
 - Enables central allocation & management of the thread
 - This design is useful when the thread must be updated during runtime configuration changes
 - e.g., interrupting/restarting a running thread & reading/ writing its state

```
public class GCDThread
       extends Thread
  private MainActivity mActivity;
  public GCDThread setActivity
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    mActivity = activity;
    return this:
// Main app
Thread thread = new GCDThread()
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Cons with extending Thread



```
public class GCDThread
       extends Thread {
  private int computeGCD
     (int number1, number2) {
  public void run() {
```

- Cons with extending Thread
 - A subclass must extend the Thread superclass

```
public class GCDThread
       extends Thread {
  private int computeGCD
     (int number1, number2) {
  public void run() {
```

- Cons with extending Thread
 - A subclass must extend the Thread superclass
 - This is restrictive since Java only allows one superclass per subclass!

```
public class GCDThread
       extends Thread {
  private int computeGCD
     (int number1, number2) {
  public void run() {
```

Pros of implementing Runnable



```
public class GCDRunnable
       implements Runnable,
       implements Serializable,
       extends Random {
  private int computeGCD
     (int number1, number2) {
  public void run() {
```

- Pros of implementing Runnable
 - A subclass can implement multiple interfaces

```
public class GCDRunnable
       implements Runnable,
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  private int computeGCD
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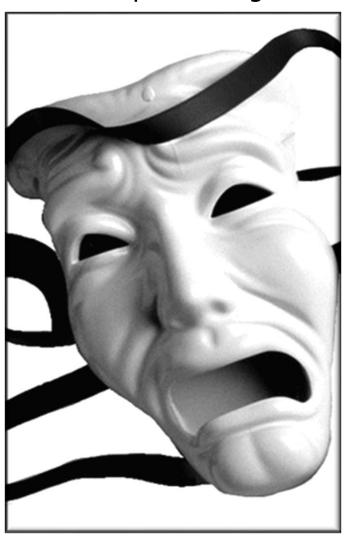
- Pros of implementing Runnable
 - A subclass can implement multiple interfaces
 - Which enables it to extend a different superclass

```
public class GCDRunnable
       implements Runnable,
       implements Serializable,
       extends Random (
  private int computeGCD
     (int number1, number2) {
  public void run() {
```

- Pros of implementing Runnable
 - A subclass can implement multiple interfaces
 - Runnables are flexible since they can be reused in other contexts

```
public class GCDRunnable
       implements Runnable,
       . . . {
GCDRunnable runnableCommand =
  new GCDRunnable(...);
ExecutorService executor =
   Executors.newFixedThreadPool
                      (POOL SIZE);
 executor.execute
   (runnableCommand);
```

Cons of implementing Runnable



```
public class GCDRunnable
       implements Runnable,
       . . . {
GCDRunnable runnableCommand =
  new GCDRunnable(...);
Thread thr =
  new Thread(runnableCommand);
thr.start();
```

- Cons of implementing Runnable
 - Yields more "moving parts"



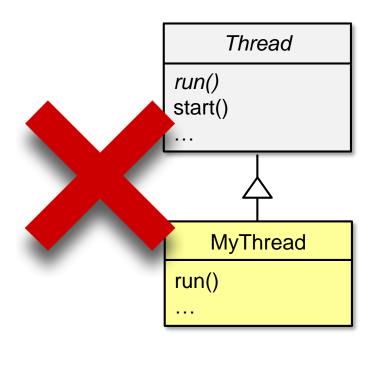
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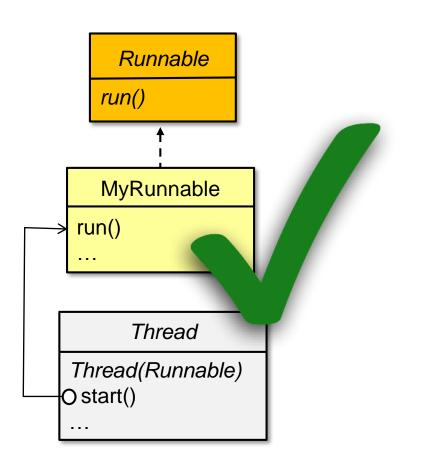
- Cons of implementing Runnable
 - Yields more "moving parts"
 - e.g., Runnable & Thread are separate entities & must be managed/accessed separately

```
public class GCDRunnable
       implements Runnable,
       . . . {
GCDRunnable runnableCommand =
  new GCDRunnable(...);
Thread thr =
  new Thread(runnableCommand);
thr.start();
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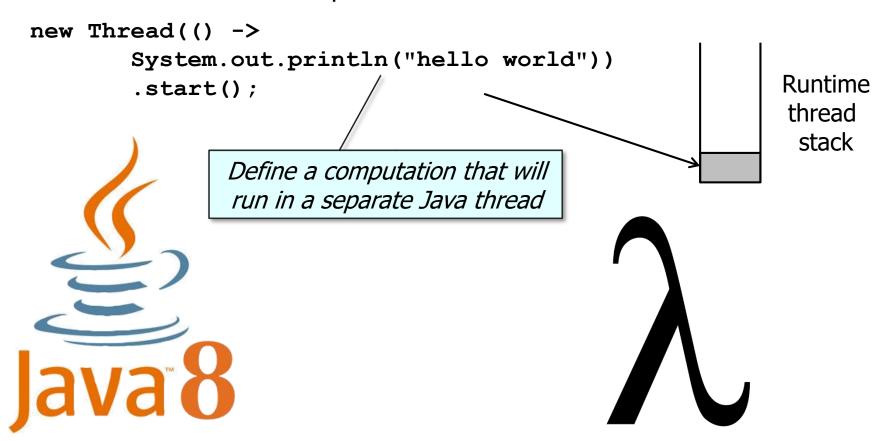
This decoupling get complicated if a program needs to access the state of a runnable, but only holds a reference to the thread object...

 In practice, Java & Android software often implements Runnable rather than extending Thread





- In practice, Java & Android software often implements Runnable rather than extending Thread
 - Lambda expressions have become a popular to provide computations to threads on Java 8-based platforms



See www.drdobbs.com/jvm/lambda-expressions-in-java-8/240166764

End of Java Thread: Evaluation