### Evaluating Java Thread Programming Models



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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 the differences between Java platform & virtual threads
- Be aware of how a Java thread starts & runs
- Recognize common thread methods
- Be aware of the different types of Java threads
- 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





public class GCDThread extends Thread private MainActivity mActivity; public GCDThread setActivity (MainActivity activity) { mActivity = activity; return this; private int computeGCD (int number1, number2) { **@Override** public void run()  $\{\ldots\}$ 

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

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

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

public class GCDThread extends Thread ł private MainActivity mActivity; public GCDThread setActivity (MainActivity activity) { mActivity = activity; return this; } private int computeGCD (int number1, number2) { **Override** 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

```
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
    - This design is useful when the thread must be updated during runtime configuration changes

```
public class GCDThread
       extends Thread
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  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
    - 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
        (MainActivity activity) {
            mActivity = activity;
            return this;
        }
        ...
```

```
// Main app
Thread thread = new GCDThread()
   .setActivity(this)...;
```

thread.start();

See the upcoming lessons on "Managing the Java Thread Lifecycle"



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() {
        ...
        }
        ....
    }
    ....
```

See <a href="https://docs.oracle.com/javase/tutorial/java/IandI/subclasses.html">docs.oracle.com/javase/tutorial/java/IandI/subclasses.html</a>

• 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,
       implements Serializable,
       extends Random {
  private int computeGCD
     (int number1, number2) {
  public void run() {
    . . .
```

See <a href="https://docs.oracle.com/javase/tutorial/java/concepts/interface.html">docs.oracle.com/javase/tutorial/java/concepts/interface.html</a>

- 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() {
    . . .
```

See docs.oracle.com/javase/tutorial/java/concepts/interface.html

}

- 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);

See upcoming lessons on "the Java Executor framework"

• 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"



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

- 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();
```

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 modern Java platforms



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

# End of Evaluating Java Thread Programming Models