

Douglas C. Schmidt

<u>d.schmidt@vanderbilt.edu</u>

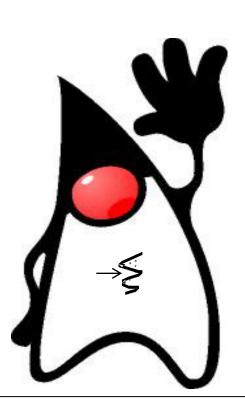
www.dre.vanderbilt.edu/~schmidt

Institute for Software Integrated Systems Vanderbilt University Nashville, Tennessee, USA



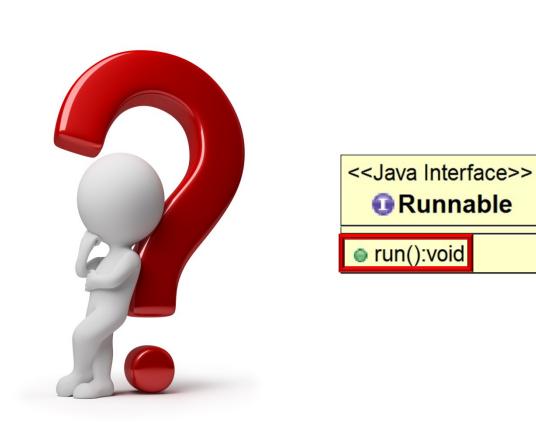
Learning Objectives in this Part of the Lesson

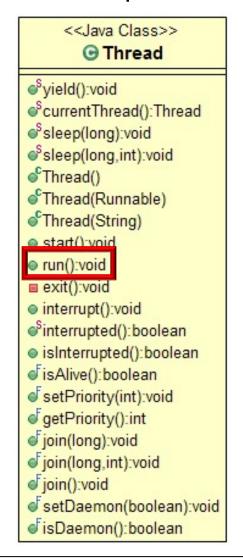
- Understand how Java threads support concurrency
- Learn how our case study app works
- Know alternative ways of giving code to a thread
- Learn how to pass parameters to a Java thread





The run() methods defined in Java Thread & Runnable take no parameters





This raises the question of how to parameters can be passed to a Java thread!

• Parameters passed to run() can be supplied via one of two other means



- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor

```
public class GCDRunnable extends Random implements Runnable {
```

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor

passed to a runnable or thread object

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor

```
public class GCDRunnable extends Random implements Runnable {
   private final MainActivity mActivity;

public GCDRunnable (MainActivity mainActivity)
   { mActivity = mainActivity; }
   ...

Add the parameter(s) to the constructor
```

signature & store them in the field(s)

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor

```
public class GCDRunnable extends Random implements Runnable {
   private final MainActivity mActivity;

   public GCDRunnable(MainActivity mainActivity)
   { mActivity = mainActivity; }

   public void run() {
     final String threadString =
        " with thread id " + Thread.currentThread();
     mActivity.println("Entering run()" + threadString);
     ...
```

Use the field(s) within the thread's run() hook method to customize its behavior

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor

```
public class GCDRunnable extends Random implements Runnable {
  private final MainActivity mActivity;
  public GCDRunnable(MainActivity mainActivity)
  { mActivity = mainActivity; }
  public void run() {
    final String threadString =
      " with thread id " + Thread.currentThread();
    mActivity.println("Entering run()" + threadString);
    . . .
public class MainActivity ... { ...
                                             Pass the parameter(s)
  public void runRunnable(View v) { ...
                                             when the runnable or
     new Thread(new GDCRunnable(this));
                                               thread is created
```

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods
 public class GCDThread extends Thread {

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods

```
public class GCDThread extends Thread {
  private MainActivity mActivity; private Random mRandom;
   ...
```

Define field(s) to store parameters passed to a runnable or thread object

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods

```
public class GCDThread extends Thread {
  private MainActivity mActivity; private Random mRandom;

public GCDThread setActivity(MainActivity activity)
  { mActivity = activity; return this; }

public GCDThread setRandom(Random random)
  { mRandom = random; return this; }

...

Define setter methods
  that update field(s)
```

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods

```
public class GCDThread extends Thread {
  private MainActivity mActivity; private Random mRandom;
  public GCDThread setActivity(MainActivity activity)
  { mActivity = activity; return this; }
  public GCDThread setRandom(Random\random)
  { mRandom = random; return this; }
                               Note use of "fluent interfaces," which
                                enables "chaining" of method calls
```

See en.wikipedia.org/wiki/Fluent_interface

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods

```
public class GCDThread extends Thread {
  private MainActivity mActivity; private Random mRandom;
  public GCDThread setActivity(MainActivity activity)
  { mActivity = activity; return this; }
  public GCDThread setRandom(Random random)
  { mRandom = random; return this; }
                             Use the fields within the thread's run()
                            hook method to customize its behavior
  public void run() { ...
    mActivity.println("Entering run()" + threadString);
       int number1 = mRandom.nextInt();
       int number2 = mRandom.nextInt(); ...
```

- Parameters passed to run() can be supplied via one of two other means, e.g.
 - As parameters to a class constructor
 - As parameters to "setter" methods

```
public class GCDThread extends Thread {
    ...

public class MainActivity ... { ...
    public void runThread(View v) { ...
    Thread thread =
        new GCDThread()
        .setActivity(this)
        .setRandom(new Random());
    ...
```

Use the fluent interface to pass parameter(s) when the runnable or thread is created