## The Java ExecutorService Interface (Part 3)

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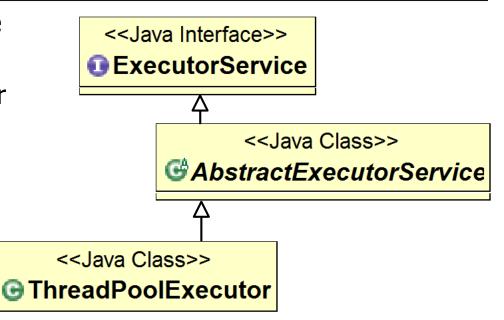
## Learning Objectives in this Part of the Lesson

- Recognize the powerful features defined in the Java ExecutorService interface & related interfaces/classes
- Know key methods provided by the Java ExecutorService
- Understand how ThreadPoolExecutor implements the ExecutorService



isLocked():boolean

- ThreadPoolExecutor implements the ExecutorService interface
  - Indirectly via the AbstractExecutor Service super class



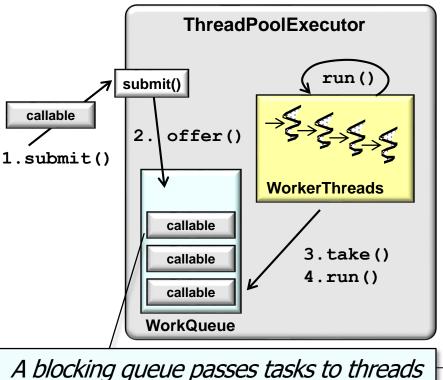
 ThreadPoolExecutor runs each submitted task via a worker thread provided by a pool



isLocked():boolean

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

 ThreadPoolExecutor runs each submitted task via a worker thread provided by a pool



run():voidlock():voidtryLock():booleanunlock():void

<<Java Class>>

unlock():voidisLocked():boolean

toString()

<<Java Class>> ThreadPoolExecutor ThreadPoolExecutor(int,int,long,TimeUnit,BlockingQueue<Runnable>,ThreadFactory) execute(Runnable):void shutdown():void shutdownNow() isShutdown():boolean isTerminating():boolean isTerminated():boolean awaitTermination(long.TimeUnit):boolean setThreadFactory(ThreadFactory):void getThreadFactory() setRejectedExecutionHandler(RejectedExecutionHandler):void getRejectedExecutionHandler() setCorePoolSize(int):void getCorePoolSize∩:int prestartCoreThread():boolean prestartAllCoreThreads():int allowsCoreThreadTimeOut():boolean allowCoreThreadTimeOut(boolean):void setMaximumPoolSize(int):void getMaximumPoolSize():int setKeepAliveTime(long,TimeUnit):void getKeepAliveTime(TimeUnit):long getQueue() o remove(Runnable):boolean purge():void getPoolSize():int getActiveCount∩:int getLargestPoolSize∩:int getTaskCount():long getCompletedTaskCount():long

- The blocking queue can be strategized
  - Direct handoff (used by cached pool)



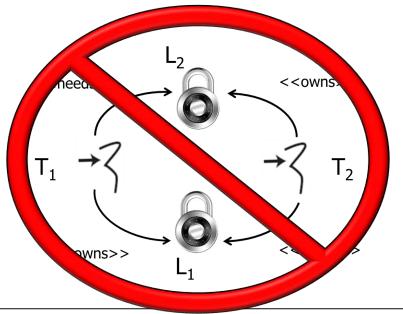


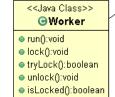


See docs.oracle.com/javase/8/docs/api/java/util/concurrent/SynchronousQueue.html

isLocked():boolean

- The blocking queue can be strategized
  - Direct handoff (used by cached pool)
    - Pros Avoids deadlock when internal dependencies

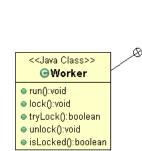






- The blocking queue can be strategized
  - Direct handoff (used by cached pool)
    - Pros Avoids deadlock when internal dependencies
    - Cons Can create unlimited threads





```
ThreadPoolExecutor
ThreadPoolExecutor(int,int,long,TimeUnit,BlockingQueue<Runnable>)
ThreadPoolExecutor(int,int,long,TimeUnit,BlockingQueue<Runnable>,ThreadFactory)
execute(Runnable):void
shutdown():void

    shutdownNow∩

isShutdown():boolean
isTerminating():boolean
isTerminated():boolean
awaitTermination(long.TimeUnit):boolean
setThreadFactory(ThreadFactory):void
getThreadFactory()

    setRejectedExecutionHandler(RejectedExecutionHandler):void

getRejectedExecutionHandler()
setCorePoolSize(int):void

    getCorePoolSize∩:int

prestartCoreThread():boolean
prestartAllCoreThreads():int
allowsCoreThreadTimeOut():boolean
allowCoreThreadTimeOut(boolean):void
setMaximumPoolSize(int):void
getMaximumPoolSize():int
setKeepAliveTime(long,TimeUnit):void
getKeepAliveTime(TimeUnit):long
getQueue()
o remove(Runnable):boolean
purge():void
getPoolSize():int

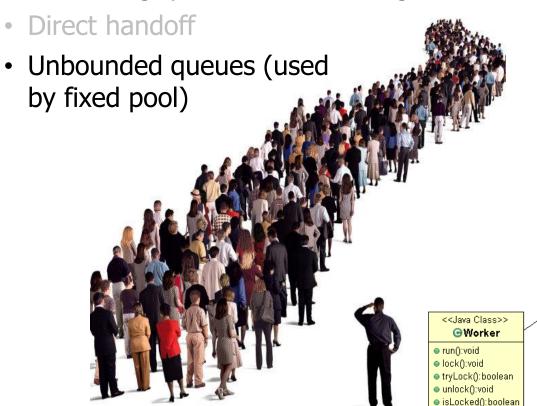
    getActiveCount∩:int

    getLargestPoolSize∩:int

getTaskCount():long
getCompletedTaskCount():long
toString()
```

<<Java Class>>

The blocking queue can be strategized



<<Java Class>>

ThreadPoolExecutor

ThreadPoolExecutor(int,int,long,TimeUnit,BlockingQueue<Runnable>)
ThreadPoolExecutor(int,int,long,TimeUnit,BlockingQueue<Runnable>,ThreadFactory)

execute(Runnable):void

shutdown():voidshutdownNow()

● isShutdown():boolean

isTerminating():booleanisTerminated():boolean

awaitTermination(long,TimeUnit):boolean

setThreadFactory(ThreadFactory):void

getThreadFactory()

setRejectedExecutionHandler(RejectedExecutionHandler):void

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 setCorePoolSize(int):void

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getKeepAliveTime(fing,TimeOnit):Void
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getQueue()

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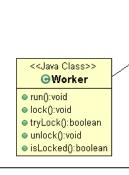
getTaskCount():long

getCompletedTaskCount():long

• toString()

- The blocking queue can be strategized
  - Direct handoff
  - Unbounded queues (used by fixed pool)
    - Pros Smooths bursty requests

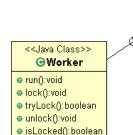




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  - Bounded queues (also used by fixed pool)



#### 

getCompletedTaskCount():long

toString()

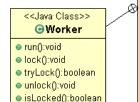
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<<Java Class>>

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

- The blocking queue can be strategized
  - Direct handoff
  - Unbounded queues
  - Bounded queues (also used by fixed pool)
    - Pros Limits resource utilization





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<<Java Class>>

<<owns>>

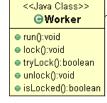
<<needs>>

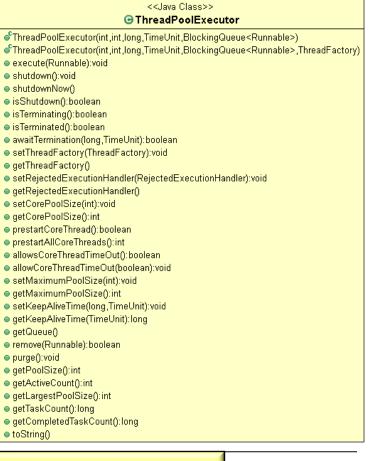
- The blocking queue can be strategized
  - Direct handoff
  - Unbounded queues
  - Bounded queues (also used by fixed pool)
    - Pros Limits resource utilization
    - Cons Hard to tune & may deadlock

<<needs>>

<<owns>>







See asznajder.github.io/thread-pool-induced-deadlocks

# End of The JavaExecutor Service (Part 3)