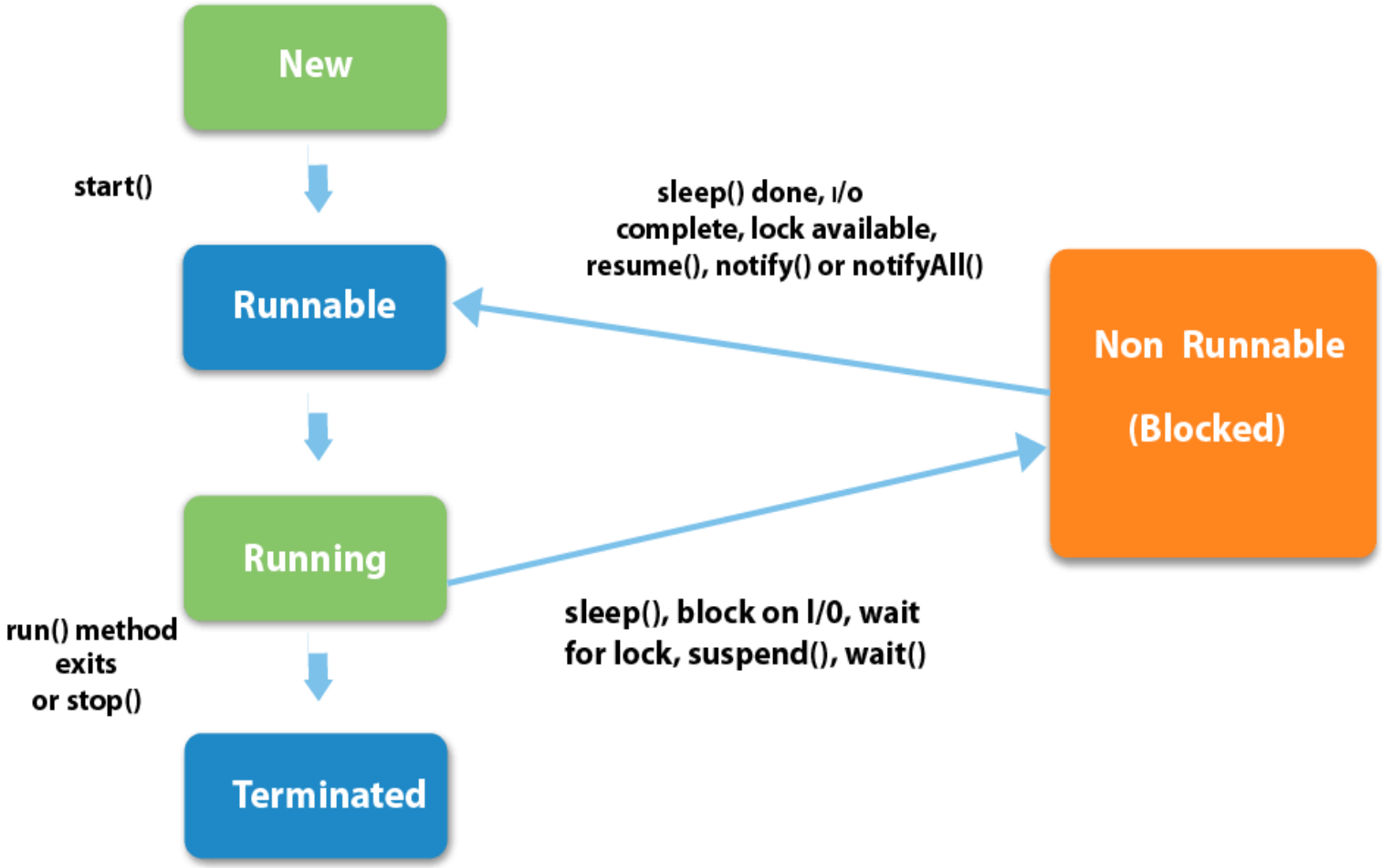
FACULTY OF Engineering & Technology

Thread Life Cycle:



Thread class:

1. Thread class provide constructors and methods to create and perform operations on a thread.
2. Thread class itself extends the Object class andit implements Runnable interface.

Constructors of Thread class:

1. Thread()
2. Thread(String name)
3. Thread(Runnable r)
4. Thread(Runnable r,String name)

Runnable interface:

The Runnable interface should be implemented by any class whose instances are intended to be executed by a thread. Runnable interface have only one method named run().

public void run(): is used to perform action for a thread.

Methods in Thread class:

public void run(): is used to perform action for a thread.
public void start(): starts the execution of the thread.JVM calls the run() method on the thread.
public void sleep(long miliseconds): Causes the currently executing thread to sleep (temporarily cease execution) for the specified number of milliseconds.
public void join(): waits for a thread to die.
public void join(long miliseconds): waits for a thread to die for the specified miliseconds.
public int getPriority(): returns the priority of the thread.
public int setPriority(int priority): changes the priority of the thread.
public String getName(): returns the name of the thread.
public void setName(String name): changes the name of the thread.
public Thread currentThread(): returns the reference of currently executing thread.
public int getId(): returns the id of the thread.
public Thread.State getState(): returns the state of the thread.
public boolean isAlive(): tests if the thread is alive.
public void yield(): causes the currently executing thread object to temporarily pause and allow other threads to execute.
public void suspend(): is used to suspend the thread(depricated).
public void resume(): is used to resume the suspended thread(depricated).
public void stop(): is used to stop the thread(depricated).