Threads I: Introduction

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1 Administrivia

Announcements

Deliverables due today.

Next deliverables due: User interface mock-ups, collaboration diagrams. Due 10/9. Motiva-
tion. Don’t forget traceability on collaboration diagrams.

Assignment

Complete the lab.

From Last Time

Class design.

Outline

1. Introduction.

2. Lab.
2 Introduction

1. What is a thread?

2. Why threads?

3. How do I make a thread?

```java
class Foo extends applet
{
    Bar b = new Bar();

    public void init()
    {
        ...
        b.start(); // Get the thread going.
        ...
    }
}

class Bar extends Thread
{
    ...

    public void run()
    {
        // This is where the thread "lives."
    }
}
```

Other thread methods:

(a) `sleep()`

(b) `start()`

(c) `stop()` — deprecated.
3 Lab