
Contents

List of Acronyms	vii
Introduction	ix
Chapter 1. Introduction to Threads in Java	1
1.1. Processes versus threads	1
1.2. Concurrent computing	2
1.3. Thread creation.	3
1.4. Types of thread.	4
1.5. Monotask versus multitask.	5
1.6. Different states of a thread	13
1.7. Lifecycle of a thread	13
1.8. A few notes concerning threads	16
1.8.1. Two threads without using sleep	16
1.8.2. Time allocation between two threads	17
1.8.3. Priority between threads.	19
1.9. Programming a task: Timer and TimerTask.	21
1.9.1. By specifying an initial delay	21
1.9.2. With an initial delay and periodicity.	23
Chapter 2. Thread Synchronization	27
2.1. Synchronization upon termination: join() method	27
2.2. Resource in mutual exclusion: synchronized modifier	30
2.3. Shared variables: internal class	33
2.4. The problem with mutual exclusions.	35
2.5. Synchronized block	36
2.6. Synchronized instance method	41
2.7. Shared variables: class variable	43

2.8. Synchronization between threads	45
2.8.1. Wait and notifyAll	45
2.8.2. Wait and notify	48
2.9. Classic Producer–Consumer pattern	51
2.10. Semaphore in Java	54
2.10.1. Before Java 1.5	55
2.10.2. After Java 1.5	57
Chapter 3. Real-Time Systems and Real-Time Java	61
3.1. Real-time systems	61
3.1.1. Definition	61
3.1.2. Examples of real-time operating systems	62
3.1.3. Types of real-time	62
3.1.4. Architecture	63
3.1.5. Task ordinance with priorities	63
3.2. Java in real-time	65
3.2.1. RTSJ (Real-Time Specification for Java)	65
3.2.2. Implementations	67
Chapter 4. Distributed Programming in Java	71
4.1. Definition of a distributed application	71
4.2. Communication in a distributed application.	72
4.2.1. Low-level communication: socket	72
4.2.2. High-level communication: middleware	89
Appendix	127
Bibliography	155
Index	157