Java Threads: Understanding and Mastering Concurrent Programming

By Scott Oaks, Henry Wong

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Threads are essential to Java programming, but learning to use them effectively is a nontrivial task. This new edition of the classic *Java Threads* shows you how to take full advantage of Java's threading facilities and brings you up-to-date with the watershed changes in Java 2 Standard Edition version 5.0 (J2SE 5.0). It provides a thorough, step-by-step approach to threads programming.Java's threading system is simple relative to other threading systems. In earlier versions of Java, this simplicity came with tradeoffs: some of the advanced features in other threading systems were not available in Java. J2SE 5.0 changes all that: it provides a large number of new thread-related classes that make the task of writing multithreaded programs that much easier.You'll learn where to use threads to increase efficiency, how to use them effectively, and how to avoid common mistakes. This book discusses problems like deadlock, race conditions, and starvation in detail, helping you to write code without hidden bugs.*Java Threads*, Third Edition, has been thoroughly expanded and revised. It incorporates the concurrency utilities from java.util.concurrent throughout. New chapters cover thread performance, using threads with Swing, threads and Collection classes, thread pools, and threads and I/O (traditional, new, and interrupted). Developers who cannot yet deploy J2SE 5.0 can use thread utilities provided in the Appendix to achieve similar functionality with earlier versions of Java.Topics include:

- Lock starvation and deadlock detection
- Atomic classes and minimal synchronization (J2SE 5.0)
- Interaction of Java threads with Swing, I/O, and Collection classes
- Programmatically controlled locks and condition variables (J2SE 5.0)
- Thread performance and security
- Thread pools (J2SE 5.0)
- Thread groups
- Platform-specific thread scheduling
- Task schedulers (J2SE 5.0)
- Parallelizing loops for multiprocessor machines

In short, this new edition of *Java Threads* covers everything you need to know about threads, from the simplest animation program to the most complex applications. If you plan to do any serious work in Java, you will find this book invaluable.Scott Oaks is a senior software engineer for the Java Performance Engineering group at Sun Microsystems and the author of four books in the

O'Reilly Java series.Formerly a senior systems engineer at Sun Microsystems, Henry Wong is an independent consultant working on various Java related projects.

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Editorial Review

Review
If you are a Java programmer and you are thinking of using threads to make your work more responsive or even faster given todays symmetric multiprocessing hardware, then this is an excellent book. It probably isnt academic enough for use in formal education but as a practical guide to how not to do things, and hopefully how to do things better, it is excellent. - Harry Fairhead, VSJ, May 2005

About the Author

Scott Oaks is a Java Technologist at Sun Microsystems, where he has worked since 1987. While at Sun, he has specialized in many disparate technologies, from the SunOS kernel to network programming and RPCs. Since 1995, he's focused primarily on Java and bringing Java technology to end-users. Scott also authored O'Reilly's Java Security, Java Threads and Jini in a Nutshell titles.

Henry Wong is an independent consultant, involved in various Java related projects. Henry previously workedas a computer engineer at Sun Microsystems from 1989to 2003. Originally hired as a consultant to help customers with special device drivers, kernel modifications, and DOS interoperability products, Henry has also worked on Solaris ports, performance tuning projects, and multithreaded design and implementations for benchmarks and demos. Since early 1995, Henry has been involved in developing Java prototypes and supporting customers who are usingJava.

Prior to working at Sun, Henry earned a Bachelor of Science degree in chemical engineering from The Cooper Union in 1987. He joined a small software company in 1986 working on SCSI device drivers, image and audio data compression, and graphics tools used for a medical information system.

When not in front of a computer, Henry is an instrument rated private pilot, who also likes to dabble in archery, cooking, and traveling to different places with his wife, Nini.

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