Threads/Synchronization Exercise II

1. A lock can be acquired by only one thread at a time. True or False (Explain)

2. Rewrite the following code fragment for a synchronized method foo( ) to an equivalent code providing mutual exclusion, but without using a synchronized method.

```java
public synchronized void foo() {
    // YOUR CODE HERE
    // mutual exclusion HERE
}
```

```java
public void foo() {
    // YOUR CODE HERE
    // provide mutual exclusion HERE
}
```

3. Consider the following code if several MaybeRace objects are created and multiple threads execute their increment methods in parallel:

```java
public class MaybeRace {
    static int x = 0;
    Object y = new Object();
    static Object z = new Object();
    public void inc1() {
        synchronized(y) {
            x = x + 1;
        }
    }
    public void inc2() {
        synchronized(z) {
            x = x + 1;
        }
    }
    public synchronized void inc3() {
        x = x + 1;
    }
}
```

a. Using inc1( ) will prevent data races True or False (Explain)
b. Using inc2( ) will prevent data races True or False (Explain)
c. Using inc3( ) will prevent data races True or False (Explain)
4. The following class simulates a bank processing requests (transactions). Each request is a String that must be added to the List requestLog. Rewrite the class so that each request is processed (added to requestLog) by a separate thread, so that requests may be processed concurrently (in parallel). The following restrictions are associated with this problem:

- Your code must process each request in a separate (and new) thread
- You must insert synchronization to prevent data races if needed
- You may not add any instance variables or methods to the Bank class
- You may add one inner class to Bank

public class Bank {
    private List<String> requestLog = new ArrayList<String>();
    public void processRequests(String[] requests) {
        for (String r : requests) {
            requestLog.add(r);  // Appends argument to list
        }
    }
}

5. The following class implements a queue.

public class MyQueue<E> {
    private ArrayList<E> list = new ArrayList<E>();

    public boolean isEmpty() {
        synchronized(this) {
            if (list.size() == 0)
                return true;
            return false;
        }
    }

    public E getFirst() {
        synchronized(this) {
            return list.remove(0);  // removes first element and shift elements to the right
        }
    }

    public void offer(E data) {
        synchronized(this) {
            list.add(data);
        }
    }

    /** If queue not empty, remove value from queue and return it.
     * Otherwise, if queue is empty, return null */
    public E dequeue() {
        if (!isEmpty())
            return getFirst();
        return null;
    }
}

Describe a possible scenario where the dequeue method will not work as documented when the dequeue is accessed by multiple threads.