

CMSC433, Spring 2002 Concurrent Programming in Java

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Administrivia

- Project 6 posted later today
 - Design patterns and Swing GUIs
- Project 4 commentary due tomorrow
 - the last one!
- Discuss 2nd exam today too
- Concurrent programming readings
 - Lea, Sections 2.1-2.3, 3.1-3.2

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Previously

- State dependence
 - Guarding – wait on arbitrary state predicate
 - busy wait or suspend (Java wait/notify)
 - timeouts – another way of coming out of a suspend
 - Single class can implement multiple state dependent policies
- Containment - to control access to inner objects
 - make copies of inner objects when revealing state
 - outer objects can synchronize access to inner objects
 - hierarchical locking strategy to avoid deadlock
 - internal – components use owner's lock
 - external – rely on caller to lock owner

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