

CMSC433, Spring 2002 Concurrent Programming in Java

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Administrivia

- Project 6 questions
 - Grading guidelines posted
- Practice final by tomorrow
 - review (part of) last day of class – bring questions!
- Read Lea, Section 4.3.1

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Last time

- Oneway messages
 - No replies, no failure detection, no waiting
 - Asynchronous, synchronous, or multicast semantics
- Design Patterns for 1-way messages
 - Thread-per-Message
 - Thread-per-Activity via Pass-throughs
 - Thread-per-Object – Worker Threads/Pools

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