



Questions and Exercises

Questions

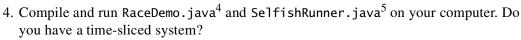
- 1. What method in Timer or TimerTask can you use to determine when the task was most recently scheduled to execute? (Hint: You can find the answer by looking at the API documentation for Timer and TimerTask. Remember that these classes were introduced in version 1.3 of the Java platform.)
- 2. What is the effect of calling the start method on a Thread object?
- 3. What are the two ways you can provide the implementation for a thread's run method?

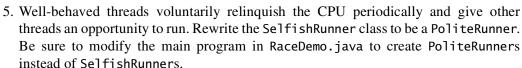
Exercises

1. Convert AnnoyingBeep. java¹ so that the initial delay is 5 seconds, instead of 0.



- 2. Convert AnnoyingBeep. java to use the scheduleAtFixedRate method instead of schedule to schedule the task. Change the implementation of the run method so that if the run method is called too late for a warning beep (say, more than 5 milliseconds after it was scheduled to run), nothing happens—no beep and string are generated. (*Hint:* Remember your answer to question 1.)
- 3. Change the main program of TwoThreadsDemo. java² so that it creates a third thread, named "Bora Bora." Compile and run the program again. Note that you will also need SimpleThread.java.³ Does this change your vacation destiny?



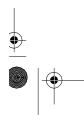


Answers

You can find answers to these Questions and Exercises online:

http://java.sun.com/docs/books/tutorial/essential/threads/QandE/ answers.html

⁵ SelfishRunnerDemo.java is included on the CD and is available online. See<u>Code Samples</u> (page 310).





AnnoyingBeep. java is included on the CD and is available online. See Code Samples (page 310).

TwoThreadsDemo. java is included on the CD and is available online. See Code Samples (page 310).

SimpleThread.java is included on the CD and is available online. See Code Samples (page 310).

RaceDemo. java is included on the CD and is available online. See Code Samples (page 310).