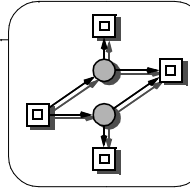


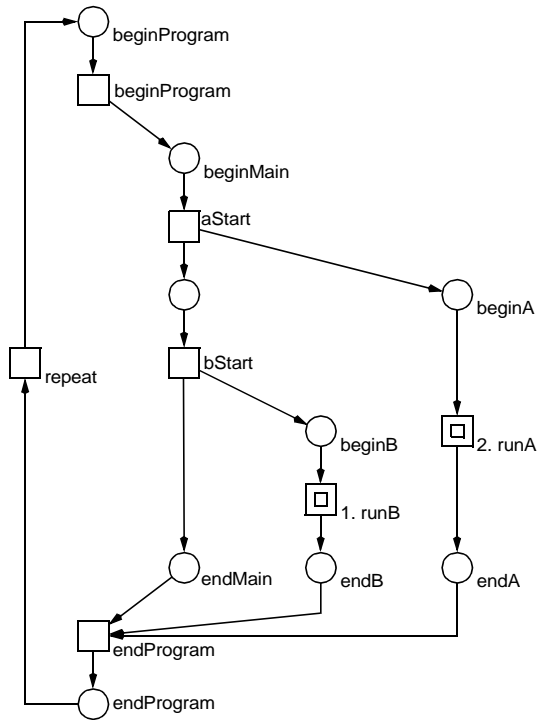
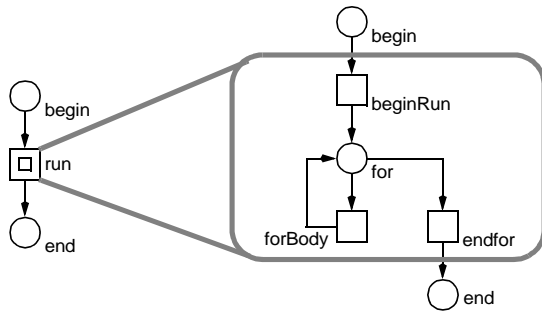
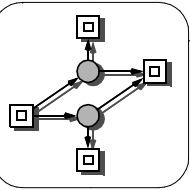
JAVA THREAD PROGRAMMING AND PETRI NET MODELLING



WHY CONCURRENT PROGRAMMING?

- more appropriate (understandable) structure
 - > *for programs interacting with environment*
 - reactive systems
 - embedded systems
 - > *to control multiple activities*
 - > *to handle multiple events*
- performance gain
 - > *exploit multiprocessing hardware*
- increase application throughput
 - > *an I/O call needs only to block one thread*
- increase application responsiveness
 - > *high priority thread for user requests*
- fault tolerance
 - > *survival of hardware errors requires*
redundant parallel hardware running in parallel
+ redundant software running in parallel
- lower CPU clock cycles may save power, which in turn may require parallelisation to keep the required performance;
- parallelisation = modularisation = increased program clarity
 - > *fault avoidance*

THREADDemo1/2.JAVA



THREADDemo3.JAVA

