Threads

1. Administrative
    a. No book chapter assigned, but there are detailed lecture notes from MIT on the CS136 page if you want a written version of this week's lectures
    b. Exam next week. Pick up wed 4pm, return Friday 4pm. Review session with TA to be announced.
    c. Two-week lab; keep in mind that you have an exam in the middle, so maybe try to get ahead
2. There's something funny going on in GUI programs
    a. And in Darwin…
3. Multiple lines of execution
    a. Processes:
    b. Threads:
4. Motivation for Threads
5. Java's Thread class
    a. Runnable
    b. Sleep
    c. InterruptedException
    d. Try…Finally
    e. Ending a thread
    f. Joining a thread
6. Race conditions

Image from http://www.orbitals.com/self/survey/pin/big/thread.jpg