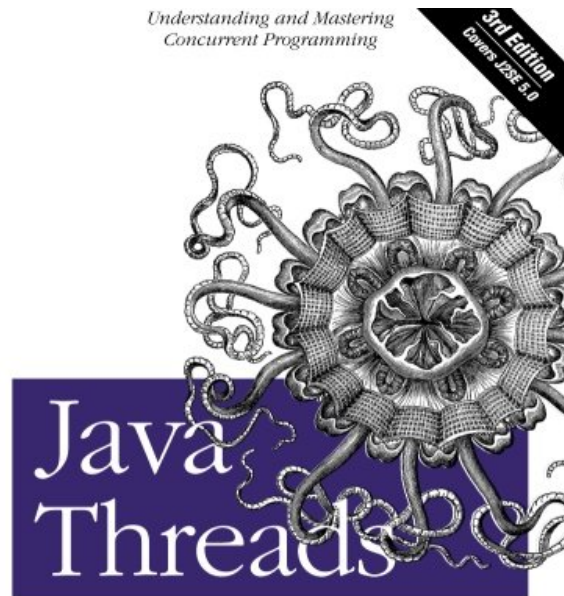


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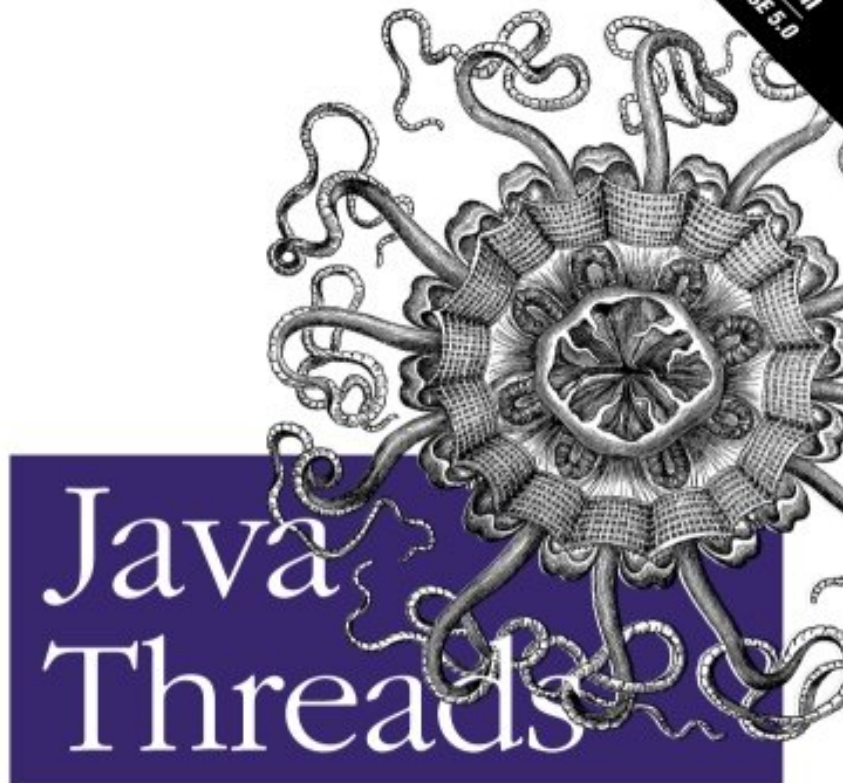
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Amazon.com Review

Building sophisticated Java applets means learning about threading--if you need to read data from a network, for example, you can't afford to let a delay in its delivery lock up your entire applet. *Java Threads* introduces the Java threading API and uses non-computing analogies--such as scenarios involving bank tellers--to explain the need for synchronization and the dangers of deadlock. Scott Oaks and Henry Wong follow up their high-level examples with more detailed discussions on building a thread scheduler in Java, dealing with advanced synchronization issues, and handling exceptions.

From Library Journal

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Threads are essential to Java programming, but learning to use them effectively is a nontrivial task. This new edition of the classic Java Threads shows you how to take full advantage of Java's threading facilities and brings you up-to-date with the watershed changes in Java 2 Standard Edition version 5.0 (J2SE 5.0). It provides a thorough, step-by-step approach to threads programming. Java's threading system is simple relative to other threading systems. In earlier versions of Java, this simplicity came with tradeoffs: some of the advanced features in other threading systems were not available in Java. J2SE 5.0 changes all that: it provides a large number of new thread-related classes that make the task of writing multithreaded programs that much easier. You'll learn where to use threads to increase efficiency, how to use them effectively, and how to avoid common mistakes. This book discusses problems like deadlock, race conditions, and starvation in detail, helping you to write code without hidden bugs. Java Threads, Third Edition, has been thoroughly expanded and revised. It incorporates the concurrency utilities from `java.util.concurrent` throughout. New chapters cover thread performance, using threads with Swing, threads and Collection classes, thread pools, and threads and I/O (traditional, new, and interrupted). Developers who cannot yet deploy J2SE 5.0 can use thread utilities provided in the Appendix to achieve similar functionality with earlier versions of Java. Topics include:

- Lock starvation and deadlock detection
- Atomic classes and minimal synchronization (J2SE 5.0)
- Interaction of Java threads with Swing, I/O, and Collection classes
- Programmatically controlled locks and condition variables (J2SE 5.0)
- Thread performance and security
- Thread pools (J2SE 5.0)
- Thread groups
- Platform-specific thread scheduling
- Task schedulers (J2SE 5.0)
- Parallelizing loops for multiprocessor machines

In short, this new edition of Java Threads covers everything you need to know about threads, from the simplest animation program to the most complex applications. If you plan to do any serious work in Java, you will find this book invaluable. Scott Oaks is a senior software engineer for the Java Performance Engineering group at Sun Microsystems and the author of four books in the O'Reilly Java series. Formerly a senior systems engineer at Sun Microsystems, Henry Wong is an independent consultant working on various Java related projects.

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Features

- Used Book in Good Condition

Amazon.com Review

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Most helpful customer reviews

32 of 32 people found the following review helpful.

3rd Edition is a whole new book

By Eric Wuehler

I also have an old copy of the 2nd Edition, which I would have given 3 stars. However, the 3rd Edition might as well have been published as a new book. I was pleasantly surprised to see that the organization, chapter layout and code examples are essentially all new - not just tweaked from the previous edition. If you're looking for a good book on threads, this is it.

The example code is well done, and the concepts are illustrated satisfactorily. If you download the examples from the web site, each chapter has a list of the code samples and the ant tasks to run to use them, which was a nice touch. While the concepts behind Java Threads apply to most versions of Java, I'd say this book is really geared toward the J2SE 5.0 environment.

It's too bad Amazon can't reset the rating for each edition, as the 3rd Edition is quite an improvement. Be sure to check out reviews starting in September 2004, when this book was published.

26 of 26 people found the following review helpful.

A good overview of the subject for intermediate programmers

By Amazon Customer

This isn't the best O'Reilly book in the Java series, but it will provide a reasonably good overview of the subject. I wouldn't recommend this book to beginning programmers, because the topic of threading is overly complex for beginners. Look for a general Java book that gives you some simple templates for using threads, if you need them for something. I also wouldn't recommend this for advanced programmers who have special needs in the area of threading. A more advanced book would survey how real JVMs actually perform thread scheduling, comparing them and provide tips for programmers who need really precise timing or scheduling optimization. Likewise, if you know most of the ins and outs of preventing deadlocks off the top of your head, this book isn't going to teach you very much.

Who this book is good for is experienced programmers who need to understand the ins and outs of making their applications threadsafe. If you don't have much (or any) background in threading or you've forgotten some things, this book will cover the topic thoroughly, and demonstrate common pitfalls. It's ideal for people who need to code up things like database connection pools, complex synchronized-access data structures, and statically-accessed resources. As others have mentioned, some of the examples are kind of synthetic and fake, but the book is still extremely usable, and it's an easy read.

This book is also effective at covering timed and recurring tasks in Java 1.1 and 1.2, though Java 1.3 now has new helper classes (Timer and TimedTask) that this book doesn't cover. Then again, if you understand how to do it in 1.1 and 1.2 (and really, even if you don't), understanding the new 1.3 classes is dead easy.

20 of 21 people found the following review helpful.

Not a bad introduction to threading in Java.

By A Customer

This book is not academic, nor does it offer a very rigorous approach to the subject of Concurrent Programming. This book will not work for everyone. However, I believe it does offer basic, solid threading to many new people for most everyday programming tasks.

Threading is not an incredibly difficult or complex topic. Threading is an advanced programming topic. Solid programming knowledge is prerequisite.

If you already are proficient in writing threaded code in other languages, I would not recommend (buying) this book. Simply reading the interface for Thread and Runnable may suffice. Java's threading support is quite elegant; you shouldn't have major problems figuring things out.

Threading is kind of confusing at first because it involves calling procedures for the sole purpose of timing. That is, a correctly written program will use a set of procedures in such a way that when a call returns, it will be safe to access shared data.

This book is not concise as it could be, but if you are a reasonably experienced and intelligent programmer, you should be able to handle most basic synchronization tasks after reading this book. It is written in style that goes like this:

1. It introduces a problem.
2. It briefly shows a solution a student might suggest.
3. It then explains why this doesn't work.
4. It finally explains the proper solution.

You need to understand why something is correct or not, not only how to do it correctly. Whether or not you like the particular approach used in this book is a matter of personal preference.

After reading this book, I would recommend a good textbook on concurrent programming to further and more rigorously study issues of synchronization, starvation, control, and deadlock.

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