

- ❖ **Read Access** – жодний потік не доступається до writing
- ❖ **Write Access** – no reading, no writing

```
public class ReadWriteLock{

    private int readers      = 0;
    private int writers      = 0;
    private int writeRequests = 0;

    public synchronized void lockRead() throws InterruptedException{
        while(writers > 0 || writeRequests > 0){
            wait();
        }
        readers++;
    }

    public synchronized void unlockRead(){
        readers--;
        notifyAll();
    }

    public synchronized void lockWrite() throws InterruptedException{
        writeRequests++;

        while(readers > 0 || writers > 0){
            wait();
        }
        writeRequests--;
        writers++;
    }

    public synchronized void unlockWrite() throws InterruptedException{
        writers--;
        notifyAll();
    }
}
```

- 1 – Thread1 отримав один запит reading
- 2 – Thread2 отримав запит writing, але він відхилений, оскільки існує запит reading
- 3 – Thread1 отримав reading reentrance , який блокується через попередній

У випадку, якщо потік може отримати reading запит (без write-request) або вже має запит reading (незалежно від write-request ), потік може гарантувати reading reentrance.

---

```
public class ReadWriteLock{

    private Map<Thread, Integer> readingThreads =
        new HashMap<Thread, Integer>();

    private int writers          = 0;
    private int writeRequests    = 0;

    public synchronized void lockRead() throws InterruptedException{
        Thread callingThread = Thread.currentThread();
        while(! canGrantReadAccess(callingThread)){
            wait();
        }

        readingThreads.put(callingThread,
            (getAccessCount(callingThread) + 1));
    }

    public synchronized void unlockRead(){
        Thread callingThread = Thread.currentThread();
        int accessCount = getAccessCount(callingThread);
        if(accessCount == 1){ readingThreads.remove(callingThread); }
        else { readingThreads.put(callingThread, (accessCount -1)); }
        notifyAll();
    }

    private boolean canGrantReadAccess(Thread callingThread){
        if(writers > 0)          return false;
        if(isReader(callingThread) return true;
        if(writeRequests > 0)    return false;
        return true;
    }
}
```



```
private int getReadAccessCount(Thread callingThread){
    Integer accessCount = readingThreads.get(callingThread);
    if(accessCount == null) return 0;
    return accessCount.intValue();
}
```

```
private boolean isReader(Thread callingThread){
    return readingThreads.get(callingThread) != null;
}
```

```
}
```

---

❖ Writing reentrance працює тільки у випадку вже існуючого writing доступу.

```
public class ReadWriteLock{

    private Map<Thread, Integer> readingThreads =
        new HashMap<Thread, Integer>();

    private int writeAccesses    = 0;
    private int writeRequests    = 0;
    private Thread writingThread = null;

    public synchronized void lockWrite() throws InterruptedException{
        writeRequests++;
        Thread callingThread = Thread.currentThread();
        while(! canGrantWriteAccess(callingThread)){
            wait();
        }
        writeRequests--;
        writeAccesses++;
        writingThread = callingThread;
    }

    public synchronized void unlockWrite() throws InterruptedException{
        writeAccesses--;
        if(writeAccesses == 0){
            writingThread = null;
        }
        notifyAll();
    }

    private boolean canGrantWriteAccess(Thread callingThread){
        if(hasReaders())        return false;
        if(writingThread == null) return true;
        if(!isWriter(callingThread)) return false;
        return true;
    }
}
```

```
private boolean hasReaders(){  
    return readingThreads.size() > 0;  
}
```

```
private boolean isWriter(Thread callingThread){  
    return writingThread == callingThread;  
}  
}
```



## ❖ Повна reentrance реалізація:

```
public class ReadWriteLock{

    private Map<Thread, Integer> readingThreads =
        new HashMap<Thread, Integer>();

    private int writeAccesses    = 0;
    private int writeRequests    = 0;
    private Thread writingThread = null;

    public synchronized void lockRead() throws InterruptedException{
        Thread callingThread = Thread.currentThread();
        while(! canGrantReadAccess(callingThread)){
            wait();
        }

        readingThreads.put(callingThread,
            (getReadAccessCount(callingThread) + 1));
    }

    private boolean canGrantReadAccess(Thread callingThread){
        if( isWriter(callingThread) ) return true;
        if( hasWriter()                ) return false;
        if( isReader(callingThread) ) return true;
        if( hasWriteRequests()         ) return false;
        return true;
    }

    public synchronized void unlockRead(){
        Thread callingThread = Thread.currentThread();
        if(!isReader(callingThread)){
            throw new IllegalMonitorStateException("Calling Thread does not" +
                " hold a read lock on this ReadWriteLock");
        }
    }
}
```

```
int accessCount = getReadAccessCount(callingThread);
if(accessCount == 1){ readingThreads.remove(callingThread); }
else { readingThreads.put(callingThread, (accessCount -1)); }
notifyAll();
}

public synchronized void lockWrite() throws InterruptedException{
    writeRequests++;
    Thread callingThread = Thread.currentThread();
    while(! canGrantWriteAccess(callingThread)){
        wait();
    }
    writeRequests--;
    writeAccesses++;
    writingThread = callingThread;
}

public synchronized void unlockWrite() throws InterruptedException{
    if(!isWriter(Thread.currentThread())){
        throw new IllegalMonitorStateException("Calling Thread does not" +
            " hold the write lock on this ReadWriteLock");
    }
    writeAccesses--;
    if(writeAccesses == 0){
        writingThread = null;
    }
    notifyAll();
}

private boolean canGrantWriteAccess(Thread callingThread){
    if(isOnlyReader(callingThread))    return true;
    if(hasReaders())                  return false;
    if(writingThread == null)          return true;
    if(!isWriter(callingThread))      return false;
}
```



```
    return true;
}

private int getReadAccessCount(Thread callingThread){
    Integer accessCount = readingThreads.get(callingThread);
    if(accessCount == null) return 0;
    return accessCount.intValue();
}

private boolean hasReaders(){
    return readingThreads.size() > 0;
}

private boolean isReader(Thread callingThread){
    return readingThreads.get(callingThread) != null;
}

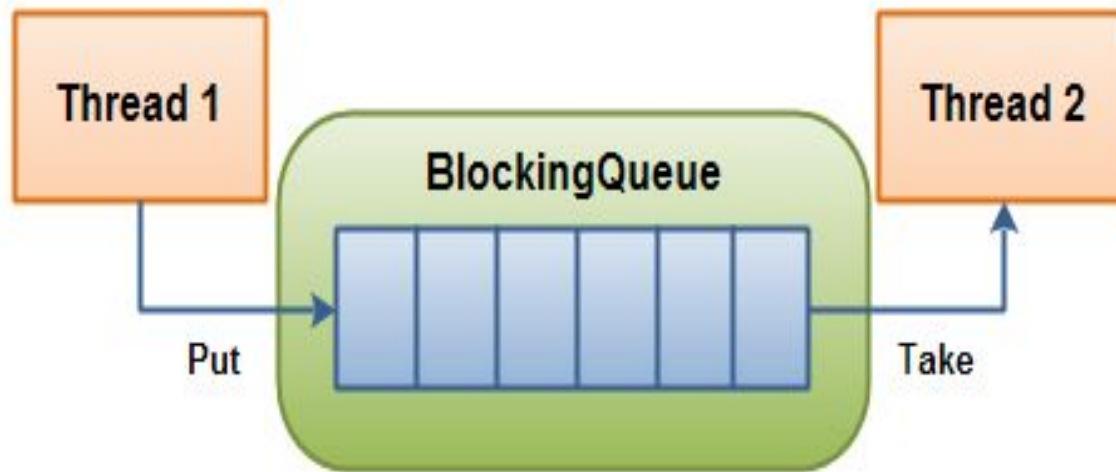
private boolean isOnlyReader(Thread callingThread){
    return readingThreads.size() == 1 &&
        readingThreads.get(callingThread) != null;
}

private boolean hasWriter(){
    return writingThread != null;
}

private boolean isWriter(Thread callingThread){
    return writingThread == callingThread;
}
```

# Blocking Queue

Це черга, яка блокується у випадку, коли ви надсилаєте запит вийти з неї, а вона порожня, або хочете долучитись до повної.



A BlockingQueue with one thread putting into it, and another thread taking from it.

---

```
public class BlockingQueue {

    private List queue = new LinkedList();
    private int limit = 10;

    public BlockingQueue(int limit){
        this.limit = limit;
    }

    public synchronized void enqueue(Object item)
    throws InterruptedException {
        while(this.queue.size() == this.limit) {
            wait();
        }
        if(this.queue.size() == 0) {
            notifyAll();
        }
        this.queue.add(item);
    }

    public synchronized Object dequeue()
    throws InterruptedException{
        while(this.queue.size() == 0){
            wait();
        }
        if(this.queue.size() == this.limit){
            notifyAll();
        }

        return this.queue.remove(0);
    }
}
```



# Semaphores

Використовується у випадку для перевірки доступності перед використанням або для уникання пропущених запитів.

```
public class Semaphore {
    private boolean signal = false;

    public synchronized void take() {
        this.signal = true;
        this.notify();
    }

    public synchronized void release() throws InterruptedException{
        while(!this.signal) wait();
        this.signal = false;
    }
}
```

## Два потоки повідомляють один одного:

```
Semaphore semaphore = new Semaphore();  
  
SendingThread sender = new SendingThread(semaphore);  
  
ReceivingThread receiver = new ReceivingThread(semaphore);  
  
receiver.start();  
sender.start();
```

```
public class SendingThread {  
    Semaphore semaphore = null;  
  
    public SendingThread(Semaphore semaphore){  
        this.semaphore = semaphore;  
    }  
  
    public void run(){  
        while(true){  
            //do something, then signal  
            this.semaphore.take();  
  
        }  
    }  
}
```

```
public class ReceivingThread {
    Semaphore semaphore = null;

    public ReceivingThread(Semaphore semaphore){
        this.semaphore = semaphore;
    }

    public void run(){
        while(true){
            this.semaphore.release();
            //receive signal, then do something...
        }
    }
}
```



## ❖ Рахунок сигналів, відправлених методом take()

```
public class CountingSemaphore {
    private int signals = 0;

    public synchronized void take() {
        this.signals++;
        this.notify();
    }

    public synchronized void release() throws InterruptedException{
        while(this.signals == 0) wait();
        this.signals--;
    }
}
```