

JAVA.LANG.THREAD.JOIN METHOD

http://www.tutorialspoint.com/java/lang/thread_join_millis.htm

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Description

The **java.lang.Thread.join***long***millis** method waits at most **millis** milliseconds for this thread to die. A timeout of 0 means to wait forever.

Declaration

Following is the declaration for **java.lang.Thread.join** method

```
public final void join(long millis) throws InterruptedException
```

Parameters

- **millis** -- This is the time to wait in milliseconds.

Return Value

This method does not return any value.

Exception

- **InterruptedException** -- if any thread has interrupted the current thread. The interrupted status of the current thread is cleared when this exception is thrown.

Example

The following example shows the usage of java.lang.Thread.join method.

```
package com.tutorialspoint;

import java.lang.*;

public class ThreadDemo implements Runnable {

    public void run() {

        Thread t = Thread.currentThread();
        System.out.print(t.getName());
        //checks if this thread is alive
        System.out.println(", status = "+ t.isAlive());
    }

    public static void main(String args[]) throws Exception {

        Thread t = new Thread(new ThreadDemo());
        // this will call run() function
        t.start();
        // waits at most 2000 milliseconds for this thread to die.
        t.join(2000);
        System.out.println("after waiting for 2000 milliseconds...");
        System.out.print(t.getName());
        //checks if this thread is alive
        System.out.println(", status = " + t.isAlive());
    }
}
```

Let us compile and run the above program, this will produce the following result:

```
Thread-0, status = true
after waiting for 2000 milliseconds...
```

Thread-0. status = false

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