# JAVA.LANG.THREAD.YIELD METHOD

http://www.tutorialspoint.com/java/lang/thread yield.htm

Copyright © tutorialspoint.com

# **Description**

The **java.lang.Thread.yield** method causes the currently executing thread object to temporarily pause and allow other threads to execute.

#### **Declaration**

Following is the declaration for java.lang.Thread.yield method

```
public static void yield()
```

#### **Parameters**

NA

#### **Return Value**

This method does not return any value.

## **Exception**

•

## **Example**

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

```
package com.tutorialspoint;
import java.lang.*;
public class ThreadDemo implements Runnable {
   Thread t;
   ThreadDemo(String str) {
   t = new Thread(this, str);
   // this will call run() function
   t.start();
   public void run() {
   for (int i = 0; i < 5; i++) {
   // yields control to another thread every 5 iterations
   if ((i \% 5) == 0) {
   System.out.println(Thread.currentThread().getName() + "
   yielding control...");
   /* causes the currently executing thread object to temporarily
   pause and allow other threads to execute */
   Thread.yield();
   System.out.println(Thread.currentThread().getName() + " has
   finished executing.");
   public static void main(String[] args) {
```

```
new ThreadDemo("Thread 1");
new ThreadDemo("Thread 2");
new ThreadDemo("Thread 3");
}
```

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

```
Thread 1 is yielding control...
Thread 2 is yielding control...
Thread 3 is yielding control...
Thread 1 has finished executing.
Thread 2 has finished executing.
Thread 3 has finished executing.
Loading [MathJax]/jax/output/HTML-CSS/jax.js
```