

JAVA.LANG.THREADGROUP.ISDESTROYED METHOD

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

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Description

The **java.lang.ThreadGroup.isDestroyed** method tests if this thread group has been destroyed.

Declaration

Following is the declaration for **java.lang.ThreadGroup.isDestroyed** method

```
public boolean isDestroyed()
```

Parameters

- NA

Return Value

This method returns true if this object is destroyed.

Exception

- NA

Example

The following example shows the usage of java.lang.ThreadGroup.isDestroyed method.

```
package com.tutorialspoint;

import java.lang.*;

public class ThreadGroupDemo implements Runnable
{
    public static void main(String[] args) {
        ThreadGroupDemo tg = new ThreadGroupDemo();
        tg.func();
    }

    public void func() {
        try {
            // create a parent ThreadGroup
            ThreadGroup pGroup = new ThreadGroup("Parent ThreadGroup");

            // create a child ThreadGroup for parent ThreadGroup
            ThreadGroup cGroup = new ThreadGroup(pGroup, "Child ThreadGroup");

            // create a thread
            Thread t1 = new Thread(pGroup, this);
            System.out.println("Starting " + t1.getName() + "...");
            t1.start();

            // create another thread
            Thread t2 = new Thread(cGroup, this);
            System.out.println("Starting " + t2.getName() + "...");
            t2.start();

            // block until the other threads finish
            t1.join();
            t2.join();

            try {
                // child group destroyed
            }
        }
    }
}
```

```

        if (!cGroup.isDestroyed()) {
            cGroup.destroy();
        }
        else {
            System.out.println(cGroup.getName() + " destroyed");
        }
    }
    catch(IllegalThreadStateException ex) {
        System.out.println(cGroup.getName() + " is empty: " +
            ex.toString());
    }

    try {
        // parent group destroyed
        if (!pGroup.isDestroyed()) {
            pGroup.destroy();
        }
        else {
            System.out.println(pGroup.getName() + " destroyed");
        }
    }
    catch(IllegalThreadStateException ex) {
        System.out.println(pGroup.getName() + " is empty: " +
            ex.toString());
    }

}
catch (InterruptedException ex) {
    System.out.println(ex.toString());
}

// implements run()
public void run() {

    for(int i = 0; i < 1000; i++) {
        i++;
    }
    System.out.println(Thread.currentThread().getName() +
        " finished executing.");
}
}

```

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

```

Starting Thread-0...
Starting Thread-1...
Thread-0 finished executing.
Thread-1 finished executing.

```

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