



Create a class that implements
Runnable

- write run() method
 - describes the task
to be run on a thread
- we will NOT call run()

```
ExecutorService exec =  
Executors.newCachedThreadPool();
```

```
exec.execute(  
    ↑  
    Runnable
```

Multithread Server

main:

- ask for port
- ServerSocket
- ExecutorService

- loop:

→ accept a connection
send socket to
new thread

Runnable

- constructor(socket)

- run method

- set up I/O

- loop:

→ read from client
process
write to client
close connection
if required

try {

{ catch (IOException ioe) {

}

finally {

//close -w/ try/catch

}