1 **import** java.util.concurrent.ExecutorService;

2 **import** java.util.concurrent.Executors;

3 **import** java.util.concurrent.ArrayBlockingQueue;

4

5 **public** **class** PCThreadSyncAPI

6 {

7 **public** **static** **void** main(String[] args)

8 {

9 ArrayBlockingQueue <Integer> aBuffer;

10 aBuffer = **new** ArrayBlockingQueue <Integer> (1);

11 ProducerV3 producerThread = **new** ProducerV3(aBuffer);

12 ConsumerV3 consumerThread = **new** ConsumerV3(aBuffer);

13

14 ExecutorService launcher = Executors.newCachedThreadPool();

15 launcher.execute(producerThread);

16 launcher.execute(consumerThread);

17

18 launcher.shutdown();

19 }

20 }

**Figure 14.24 The application PCThreadSyncAPI.**