Figure P.1 Statistics on popularity of programming languages
Figure 1.7 The states of the Producer and Consumer threads when *livelock* occurred
Figure 1.9 Thread states in the starvation situation: One was in RUNNABLE state while the other was in BLOCKED state
Figure 1.10 States of the Producer and Consumer threads with the SimpleBuffer class implemented with guarded blocks
Figure 1.12 A deadlock detected on the jvisualvm tool