The learning outcome of this practical session is to understand the internals of a basic executor.

1 Echo Server with a Thread Pool

Let’s consider the following basic echo TCP server:

```java
int portNumber = 4444;
try {
    ServerSocket serverSocket = new ServerSocket(portNumber);
    Socket clientSocket = serverSocket.accept();
    PrintWriter out =
        new PrintWriter(clientSocket.getOutputStream(), true);
    BufferedReader in = new BufferedReader(
        new InputStreamReader(clientSocket.getInputStream()));
} {
    String str = in.readLine();
    if (str != null)
        out.println(str);
}
```

The corresponding client code is:

```java
String hostName = "127.0.0.1";
int portNumber = 4444;
try {
    Socket kkSocket = new Socket(hostName, portNumber);
    PrintWriter out = new PrintWriter(kkSocket.getOutputStream(), true);
    BufferedReader in = new BufferedReader(
        new InputStreamReader(kkSocket.getInputStream()));
} {
    out.println("Hello");
    String str = in.readLine();
}
```

Measure the performance of this sequential server by inserting loops in the server and client code. Ideally, the client code is run on a separate machine (to avoid interference) with multiple threads (to load the server as much as possible).

Build a first alternative that creates a new thread to process each new request. Measure and compare the performance.

Build a second alternative relying on a thread pool to process each request. Measure and compare the performance.

2 Cached Threads

This objective of this first part is to write a class that implements interface `Executor` and that behaves as the executor returned by `Executors.newCachedThreadPool()`. In particular, calling method `execute`
should result in the immediate creation of a new thread that will asynchronously execute the runnable given as an argument.

3 Single Thread

The objective of this second part is to similarly mimic the behavior of `Executors.newSingleThreadExecutor()` . In particular, submitting a runnable should result in its asynchronous execution as soon as a uniquely created thread is available.

Your final implementation should make sure that:

- `execute` is thread-safe (multiple threads may call this method simultaneously);
- the thread is not actively checking for a new task, but waiting;
- a specific mechanism ensures that the number of waiting tasks cannot grow indefinitely (in which case a `RejectedExecutionException` should be thrown).

Compare the performance of this executor with the one provided by Java. Measure the time taken to execute the same set of empty tasks. This load test also allows identifying implementation bug (non thread-safe operations).