Serie 9 - Fairness and Optimism

Exercise 1
Answer the following questions:

1. What criteria might you use to prioritize threads?
2. What are different possible definitions of fairness?
3. What are Pass-Throughs and Lock-Splitting?
4. When should you consider using optimistic methods?

Exercise 2
In this exercise you have to build a class that represents graphical objects that consist of an x-coordinate, a y-coordinate, a width and a height. The class has to implement methods for:

- Increase the x-coordinate by 10% and decrease the y-coordinate by 20% (change position)
- Increase the width by 50% and decrease the height by 80% (change dimension)
- Increase the y-coordinate by 40% and decrease the height by 60% (change position and dimension)

Implement it once using Lock-Splitting and once using Pass-Throughs (use the Shape interface listed below).

```java
public interface Shape {
    public void changePosition();
    public void changeDimension();
    public void changePositionAndDimension();
}
```