```java
package com.sxt.state;

import java.lang.Thread.State;

/**
 * 观察线程的状态
*NEW  Runnable  TIMED.WAITING  TERMINATED
 * @author 江
 *
 */

public class AllState9 {
    public static void main(String[] args) {
            Thread  t=new Thread(()->{
                    for(int i=0;i<5;i++) {
                            try {
                                    Thread.sleep(1000);
                            } catch (InterruptedException e) {
                                    e.printStackTrace();
                            }
                            System.out.println("....");
                    }
            });
            //观察状态
            State state=t.getState();
            System.err.println(state);   //NEW

            t.start();
        state=t.getState();
            System.err.println(state); //Runnable

            while(true) {
                    int num=Thread.activeCount();
                    if(num==1) {
                            break;
```

```
			}
			try {
					Thread.sleep(200);
			} catch (InterruptedException e) {
					e.printStackTrace();
			}
	state=t.getState();
			System.err.println(state); //TIMED.WAITING
	}


	/*while(state!=Thread.State.TERMINATED) {
			try {
					Thread.sleep(200);
			} catch (InterruptedException e) {
					e.printStackTrace();
			}
	state=t.getState();
			System.err.println(state); //TIMED.WAITING
	}*/
	state=t.getState();
	System.err.println(state);    //TERMINATED


		}
}
```