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package com.sxt.thread;

/**
 * 模拟龟兔赛跑
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 *
 */
public class Racer implements Runnable {
    private static String winner;    //胜利者

    @Override
    public void run() {
        for(int steps=1;steps<=100;steps++) {
            //模拟休息
            if(Thread.currentThread().getName().equals("兔子")&&steps%10==0) {

                try {
                    Thread.sleep(100);
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }

            System.out.println(Thread.currentThread().getName()+"->"
+steps);

            //比赛是否结束
            boolean flag =GameOver(steps);
            if(flag) {
                break;
            }
        }

        private boolean GameOver(int steps) {
            if(winner!=null) {
                return true;
            }else {
                if(steps==100) {

```

```
        winner=Thread. currentThread().getName();
        System. out.println("Winner"+winner);
        return true;
    }
    return false;
}

}

public static void main(String[] args) {
    Racer racer=new Racer();
    new Thread(racer, "乌龟").start();
    new Thread(racer, "兔子").start();
}
}
```