

```

package com.sxt.others;

/**
 * ThreadLocal:分析上下文    环境    起点
 * 1. 构造器: 哪里调用就属于哪里    找线程体
 * 2. run方法: 本线程自身的
 * @author 江
 *
 */

public class ThreadLocalTest03 {

    private static ThreadLocal<Integer> threadLocal=ThreadLocal.withInitial(()->{
        return 1;
    });

    public static void main(String[] args) {

        for(int i=0;i<5;i++) {
            new Thread(new MyRun()).start();
        }

    }

    public static class MyRun implements Runnable{
        public MyRun() {
            threadLocal.set(-100);
            System.err.println(Thread.currentThread().getName()+"--
>" + threadLocal.get());
        }

        @Override
        public void run() {
            System.err.println(Thread.currentThread().getName()+"还剩下--
>" + threadLocal.get());
        }
    }
}

```

