

```
package com.sxt.state;
```

```
/**
```

```
 *
```

```
 * @author DELL
```

```
 *
```

```
 */
```

```
public class BlockedSleep3 {
```

```
    public static void main(String[] args) {
```

```
        Racer racer=new Racer();
```

```
        new Thread(racer,"乌龟").start();
```

```
        new Thread(racer,"兔子").start();
```

```
    }
```

```
}
```

```
class Racer implements Runnable{
```

```
    private static String winner;
```

```
    private int step;
```

```
    @Override
```

```
    public void run() {
```

```
        for(int step=0;step<100;step++) {
```

```
            if(Thread.currentThread().getName().equals("兔子")&&step%10==0){
```

```
                try {
```

```
                    Thread.sleep(100);
```

```
                } catch (InterruptedException e) {
```

```
                    e.printStackTrace();
```

```
                }
```

```
            }
```

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

```
            boolean flag=GameOver(step);
```

```
            if(flag) {
```

```
                break;
```

```
            }
```

```
        }
```

```
}  
public boolean GameOver(int step) {  
    if(winner!=null) {  
        return true;  
    }else {  
        if(step==99) {  
            winner=Thread.currentThread().getName();  
            System.out.println("Winner"+winner);  
            return true;  
        }  
        return false;  
    }  
}  
  
}
```