

```

package com.sxt.state;

/**
 * 线程的优先级 1-10
 * 1.NORM_PRIORITY 5 默认
 * 2.MIN_PRIORITY 1
 * 3.MAX_PRIORITY 10
 * 注意：概率，不代表绝对的先后顺序
 * @author 江
 *
 */

public class PriorityTest10 {
    public static void main(String[] args) {
        System.err.println(Thread.currentThread().getPriority());
        MyPriority mp=new MyPriority();
        Thread t1=new Thread(mp, "T1");
        Thread t2=new Thread(mp, "T2");
        Thread t3=new Thread(mp, "T3");
        Thread t4=new Thread(mp, "T4");
        Thread t5=new Thread(mp, "T5");
        Thread t6=new Thread(mp, "T6");

        //设置优先级在启动前
        t1.setPriority(Thread.MAX_PRIORITY);
        t2.setPriority(Thread.MAX_PRIORITY);
        t3.setPriority(Thread.MAX_PRIORITY);
        t4.setPriority(Thread.MIN_PRIORITY);
        t5.setPriority(Thread.MIN_PRIORITY);
        t6.setPriority(Thread.MIN_PRIORITY);
        t1.start();
        t2.start();
        t3.start();
        t4.start();
        t5.start();
        t6.start();
    }
}

```

```
    }  
}  
  
class MyPriority implements Runnable{  
  
    @Override  
    public void run() {  
        System.err.println(Thread.currentThread().getName()+"--  
>" + Thread.currentThread().getPriority());  
        Thread.yield();  
    }  
  
}
```