

**EX.NO: 08**

**DATE: 16-09-19**

## **MULTI THREADED APPLICATION**

### **AIM:**

To develop a java program for implementing multithread application.

### **REQUIREMENTS:**

Develop a java program that implements a multithread application that has 3 threads. First generates a random integer for every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.

### **ALGORITHM:**

STEP 1: Declare a package called multithread.

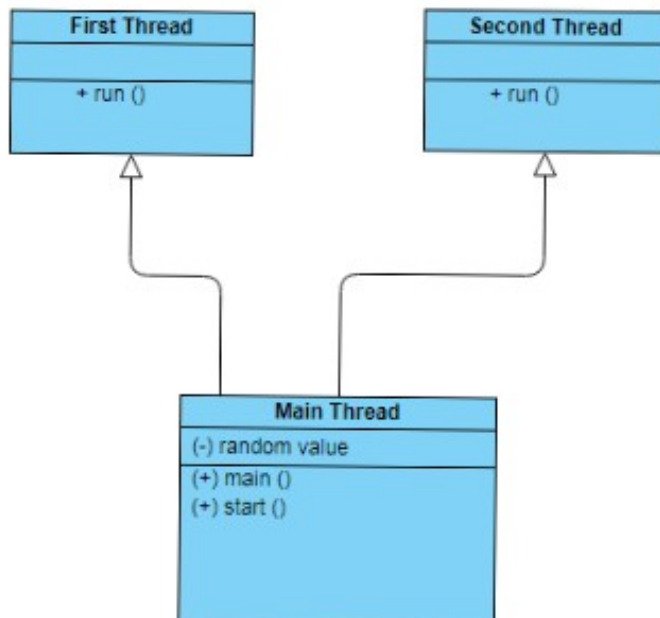
STEP 2: Declare a class name of FirstThread, SecondThread which extends from Thread.

STEP 3: Declare a object in the respective classes.

STEP 4: Create a condition to check the statements.

STEP 5: Print the result.

### **CLASS DIAGRAM:**



### **PROGRAM:**

```
/**
 *developed by S.Sakthi
 *212217105051
 */
```

## FIRSTTHREAD

```
package multithreading;

import multithreading.MainThread;

public class FirstThread extends Thread {

    public void run()
    {

        try
        {
            System.out.println("First thread started...");
            while(true)
            {
                synchronized(MainThread.RandomValue)
                {
                    if((MainThread.RandomValue
%2)==0&&MainThread.RandomValue!=-1)
                    {
                        System.out.println("Value is even");
                        System.out.println("Answer="+
(MainThread.RandomValue*MainThread.RandomValue));
                        MainThread.RandomValue=-1;
                    }
                }

                Thread.sleep(2000);
            }
        } catch (InterruptedException ex)
        {
            System.out.println("Error:"+ex);
        }
    }
}
```

## MAINTHREAD

```
package multithreading;

import java.util.*;

public class MainThread {
```

```

public static Integer RandomValue;

public static void main(String[] args) {
    FirstThread t1;
    SecondThread t2;
    Random r;

    t1=new FirstThread();
    t2=new SecondThread();

    r=new Random();
    RandomValue=-1;

    t1.start();
    t2.start();

    try
    {
        while(true)
        {
            synchronized(RandomValue)
            {
                if(RandomValue== -1)
                {
                    RandomValue=r.nextInt(200);
                    System.out.println("Placed a new number
"+RandomValue);
                }
            }
            Thread.sleep(1000);
        }
    }catch(InterruptedException ex)
    {
        System.out.println("Error:"+ex);
    }

}

}

```

## **SECOND THREAD**

```

package multithreading;

import multithreading.MainThread;

```

```

public class SecondThread extends Thread {

    public void run()
    {
        try
        {
            System.out.println("Second thread started...");
            while(true)
            {
                synchronized(MainThread.RandomValue)
                {
                    if((MainThread.RandomValue%2)!
=0&&MainThread.RandomValue!=-1)
                    {
                        System.out.println("Value is odd");
                        System.out.println("Answer="+
(MainThread.RandomValue*MainThread.RandomValue*MainThread.RandomValue)
);
                        MainThread.RandomValue=-1;
                    }
                }

                Thread.sleep(2000);
            }
        }catch(InterruptedException ex)
        {
            System.out.println("Error:"+ex);
        }
    }
}

```

## OUTPUT:

```

Second thread started...
Placed a new number 22
First thread started...
Value is even
Answer=484
Placed a new number 70
Value is even
Answer=4900
Placed a new number 17
Value is odd
Answer=4913
Placed a new number 85
Value is odd
Answer=614125

```

Placed a new number 46  
Value is even  
Answer=2116  
Placed a new number 156  
Value is even  
Answer=24336  
Placed a new number 166  
Value is even  
Answer=27556  
Placed a new number 187  
Value is odd  
Answer=6539203  
Placed a new number 64  
Value is even  
Answer=4096

RESULT:

Thus a java application that performs multithreading is developed.