☆ Practice Program

(2)

```java
import java. util. *;
class ThreadRandom implements Runnable
{
    Thread t;
    Thread Random ()
    {
        t= new. thread (this, "Random Integer thread"),
        t. start ();
    }
    public void run ()
    {
        try
        {
        Random R= new Random ();
        for (int i=0; i<5; i++)
        {
        int n= R. nextInt (100);
        System. out. println ("Random Integer : "+n);
        if ((n%lo) ==0)
        {
            new Thread Sq (n);
        }
        else
        { new thread cu (n);
        }
        thread. sleep (1000);
        }
        } catch (InterruptedException e )
        { system. out. println (" Random Integer Thread
                                    Interrupted");
        }
    }
}
```

```java
class threadSq implements Runnable
{
    int num;
    Thread s;
    ThreadSq (int num)
    {
        this. num = num;
        s=new Thread (this, "Square thread");
        s.start ();
    }

    public void run()
    {
        System.out.println("Square of "+num+"
                  = "(num * num));
    }
}

class ThreadCu Implements Runnable
{
    int num;
    thread c;
    ThreadCu (int num)
    {
        this. num = num;
        c= new Thread (this, "Cube thread ");
        c.start();
    }

    public void run ()
    {
        System.out.println ("Cube of "+num+"
                  = "+(num * num * num));
    }
}
```

```
class practice2
{
public static void main (String aps[])
{
ThreadRandom R= new ThreadRandom (),
  try
  {
    R.t. join();
  } catch (Interrupted Exception e)
  {
    System.out println("Main thread Interrupted").
  }
}
}
```