Continuous Assessment Question-8

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Question set-ODD

Sandbox Link: - https://codehs.com/sandbox/id/reg-no-12204834-RbnSLI

Q-Creates a thread that continuously generates random numbers between 1 and 100. Another thread should continuously check if the generated number is a prime number and print it to the console if it is. Use synchronization to make sure that the two threads do not interfere with each other.

Code

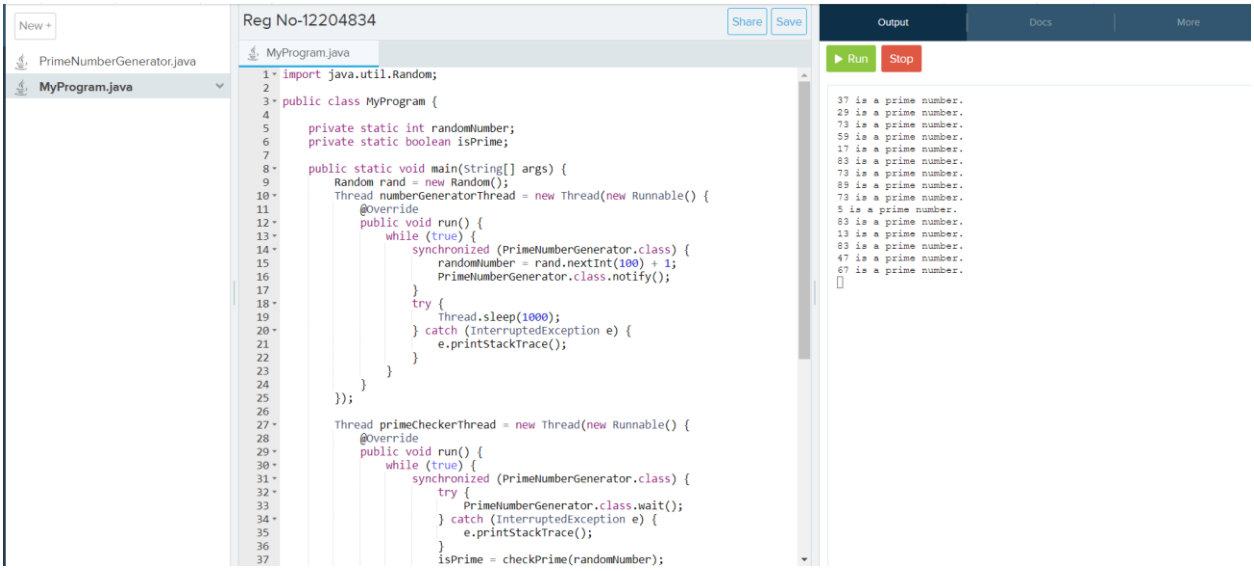
```
import java.util.Random;


public class MyProgram {


    private static int randomNumber;
    private static boolean isPrime;


    public static void main(String[] args) {
        Random rand = new Random();
        Thread numberGeneratorThread = new Thread(new
Runnable() {
            @Override
            public void run() {
```

```
            while (true) {
                synchronized (PrimeNumberGenerator.class) {
                    randomNumber = rand.nextInt(100) + 1;
                    PrimeNumberGenerator.class.notify();
                }
                try {
                    Thread.sleep(1000);
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
            }
        }
    });

    Thread primeCheckerThread = new Thread(new
Runnable() {
        @Override
        public void run() {
            while (true) {
                synchronized (PrimeNumberGenerator.class) {
```

```
                try {
                    PrimeNumberGenerator.class.wait();
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
                isPrime = checkPrime(randomNumber);
                if (isPrime) {
                    System.out.println(randomNumber + " is a
prime number.");
                }
            }
        }
    });

    numberGeneratorThread.start();
    primeCheckerThread.start();
  }

  private static boolean checkPrime(int n) {
```

```
        if (n <= 1) {
            return false;
        }
        for (int i = 2; i <= Math.sqrt(n); i++) {
            if (n % i == 0) {
                return false;
            }
        }
        return true;
    }

}
```

Output

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