Week8 : Multithreading

**MainActivity.java**

package com.example.mythreadexample;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

Runnable r=new MyRunnableclass();

Thread t1= new Thread(r);

t1.start();

MyThread t=new MyThread();

t.start();

}

}

MyRunnableclass.java

package com.example.mythreadexample;

import android.util.Log;

import androidx.annotation.NonNull;

public class MyRunnableclass implements Runnable{

@Override

public void run(){

try {

for (int i = 100; i < 105; i++) {

Thread.sleep(1000);

Log.e("<<runnable>>", "runnable talking" + i);

}

}catch(InterruptedException e)

{

e.printStackTrace();

}

}

}

MyThread.java

package com.example.mythreadexample;

import android.util.Log;

public class MyThread extends Thread {

@Override

public void run()

{

super.run();

try{

for (int i = 0; i < 5; i++) {

Thread.sleep(1000);

Log.e("<<Thread>>", "Thread talking" + i);

}

}catch(InterruptedException e)

{

e.printStackTrace();

}

}

}