

Thread in Java

By: Dinesh Amatya



Creating the thread

1. Implement Runnable Interface
2. Extend Thread class

Implement Runnable Interface

- Implement
 `public void run()`
- Instantiate a thread object
 `Thread t = Thread(Runnable threadObj, String threadName);`
- Start the thread
 `t.start();`

Implement Runnable Interface

```
public class TestRunnable implements Runnable {  
    Thread t;
```

```
    public TestRunnable(String name) {  
        t = new Thread(this, name);  
        t.start();  
    }  
}
```

@Override

```
    public void run() {  
        for (int i = 0; i < 20; i++) {  
            System.out.println("This is thread " + t.getName() + " " + i);  
        }  
    }  
}
```

```
    public static void main(String[] args) throws InterruptedException {  
        TestRunnable r1 = new TestRunnable("first");  
        TestRunnable r2 = new TestRunnable("second");  
  
    }  
}
```

Output:

```
This is thread first 0  
This is thread first 1  
This is thread first 2  
This is thread second 0  
This is thread first 3  
This is thread second 1  
This is thread first 4  
This is thread second 2  
This is thread first 5  
.....
```

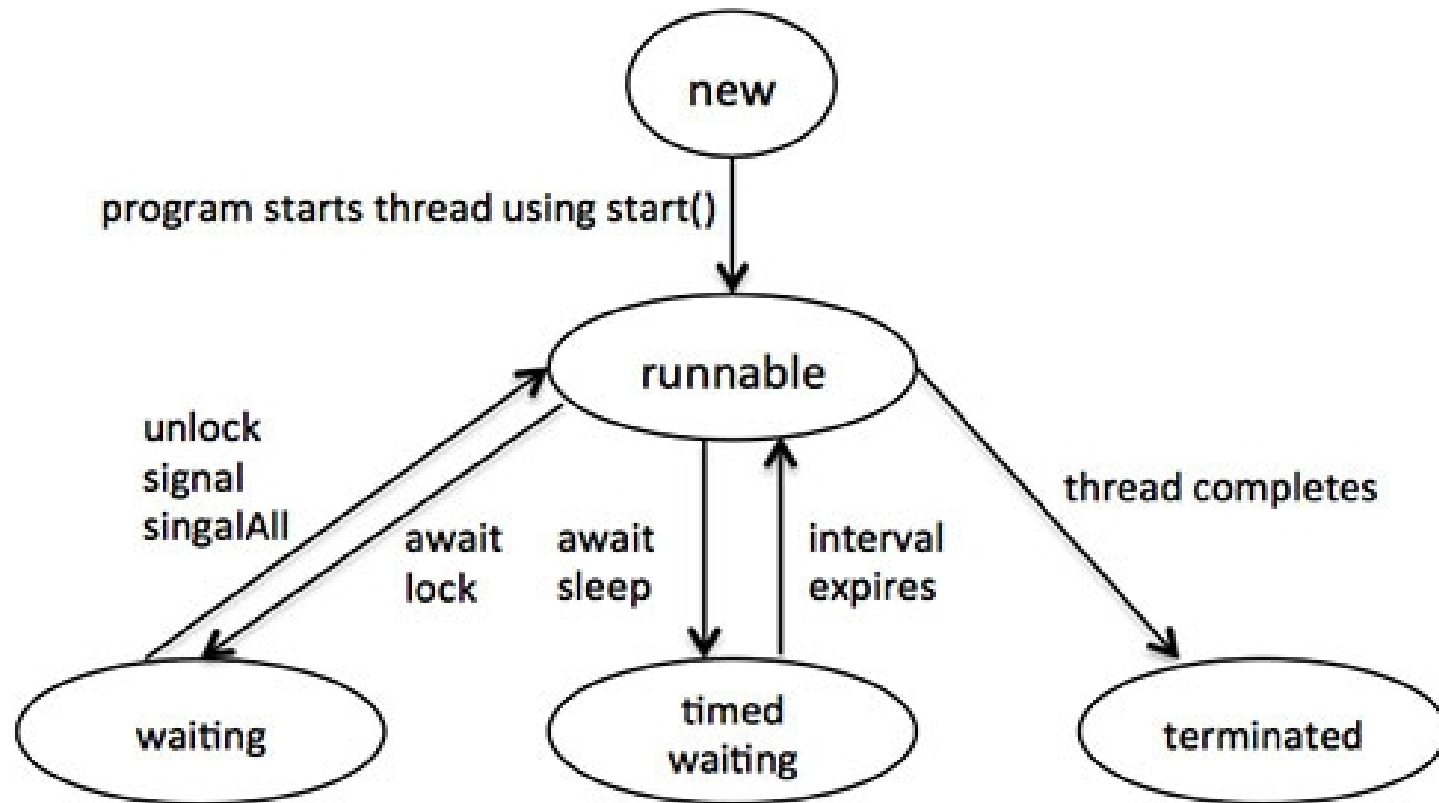
Extend Thread

- Implement
 `public void run()`
- Start the thread
 call `start()`;

Thread in Swing

```
SwingUtilities.invokeLater(new Runnable() {  
    public void run() {  
        createAndShowGUI();  
    }  
});
```

Life cycle of Thread



References

http://www.tutorialspoint.com/java/java_multithreading.htm