

class New Thorad implements Rummable 4 Story name, Thread ti NewThread (Storne threadstorne) 1 name = threadname; to = new Thread (this name), System out printing " New thread " ++1; & Starte) public Void run 1, 4 try 4 it (+ get Namel). eruals ("one")) [ for lmt 1=5; 170; 1--) 5 System out Printing "Bos college of Engineering"); Thread sleep[10000]; else & for (mt i=20; i >0; i--) 5 SYSPM out Protty ("SCSE") Thread. Steep (2000);

Catch ( Intrupted Exception e) 4 System. out Printin ["ESE"]. Threat- Seep (2000); catch / Intersupted Exception e) & System out-pointly (name + " Introrpted"); System out- Profly mane + " exiting"; Puffic class nultithedpensed public States Used man (Stange) entle new NewThread | "me"); new New Thread in Twois,