



**Vidyavardhini's College of Engineering and Technology**

**Department of Artificial Intelligence & Data Science**

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| Experiment No. 10                   |
| Implement program on Multithreading |
| Date of Performance:                |
| Date of Submission:                 |



**Aim:** Implement program on Multithreading

**Objective:**

**Theory:**

**Multithreading in Java** is a process of executing multiple threads simultaneously.

A thread is a lightweight sub-process, the smallest unit of processing. Multiprocessing and multithreading, both are used to achieve multitasking.

However, we use multithreading than multiprocessing because threads use a shared memory area. They don't allocate separate memory area so saves memory, and context-switching between the threads takes less time than process.

Java Multithreading is mostly used in games, animation, etc.

Java provides **Thread class** to achieve thread programming. Thread class provides constructors and methods to create and perform operations on a thread. Thread class extends Object class and implements Runnable interface.

There are two ways to create a thread:

1. By extending Thread class
2. By implementing Runnable interface.

**Thread class:**

Thread class provide constructors and methods to create and perform operations on a thread. Thread class extends Object class and implements Runnable interface.

### 1) Java Thread Example by extending Thread class

**FileName:** Multi.java

```
class Multi extends Thread{
    public void run(){
        System.out.println("thread is running...");
    }
    public static void main(String args[]){
        Multi t1=new Multi();
        t1.start();
    }
}
```



### Output:

```
thread is running...
```

### 2) Java Thread Example by implementing Runnable interface

**FileName:** Multi3.java

```
class Multi3 implements Runnable{
    public void run(){
        System.out.println("thread is running...");
    }

    public static void main(String args[]){
        Multi3 m1=new Multi3();
        Thread t1 =new Thread(m1); // Using the constructor Thread(Runnable r)
        t1.start();
    }
}
```

### Output:

```
thread is running...
```

### Code:

```
class Multi3 implements Runnable{
    public void run(){
        System.out.println("thread is running...");
    }

    public static void main(String args[]){
        Multi3 m1=new Multi3();
        Thread t1 =new Thread(m1); // Using the constructor Thread(Runnable r)
        t1.start();
    }
}
```

### OUTPUT:-

```
C:\Users\Dnyanesh\Desktop\java>java Multi3.java
thread is running...
```



### **Conclusion:**

Comment on how multithreading is supported in JAVA.

Multithreading in Java is supported through the Thread class and the Runnable interface. You can create and manage threads by extending the Thread class or implementing the Runnable interface. Java provides thread synchronization, management, and various thread states to enable concurrent execution of tasks. It's a fundamental feature for efficient resource utilization, improved application responsiveness, and better performance in multi-tasking environments.