

```
{"2":"1","3":"EKyQ-1637670896021","4":{"fv":"0"},"5":[{"3":"98rwrk1637419838393","4":{"li":"list9","ll":1,"lt":"unordered"},"5":[{"2":"2","3":"n8Bb-1637670896022","7":[{"8":"创建一个类实现Runnable接口，重写run方法"}]}],"6":"I"},"3":"33uphj1637420149282","4":{"li":"list9","ll":1,"lt":"unordered"},"5":[{"2":"2","3":"ltve-1637670896022","7":[{"8":"开启run方法线程，需要创建一个Thread类对象，构造参数为Runnable接口实现类实例，Thread类对象调用start方法"}]}],"6":"I"},"3":"52ldxv1637419924319","4":{"li":"list9","ll":1,"lt":"unordered"},"5":[{"2":"2","3":"LT4n-1637670896022","7":[{"8":"其实Thread类本身就实现了Runnable接口"}]}],"6":"I"},"3":"80nfze1637420190274","4":{"li":"list9","ll":1,"lt":"unordered"},"5":[{"2":"2","3":"wQMH-1637670896022","7":[{"8":"适用场景：当Runnable接口实现类需要继承其他类时，采用实现接口的方法，因为Java没有多继承，避免OOP单继承局限"}]}],"6":"I"},"3":"rLL9-1637670903582","4":{"li":"list9","ll":1,"lt":"unordered"},"5":[{"2":"2","3":"HxY5-1637670903582","7":[{"8":"实现Runnable接口的类因为没有继承Thread，不能再使用this.currentThread()获取自身线程了。要使用Thread.currentThread()获取"}]}],"6":"I"},"3":"77bxgk1637419816924","4":{"li":"list9","lt":"unordered","ll":1},"5":[{"2":"2","3":"CBjp-1637670896022","7":[{"8":"推荐使用实现Runnable接口的方法创建线程"}]}],"6":"I"},"__compress__":true}
```