

# **OBJECT ORIENTED PROGRAMMING LAB**

## **EXERCISE SET 10**

### **MULTITHREADING**

1. Using `wait()` and `notify()`, implement Producer-consumer protocol with queue size two.
2. Modify the above program to implement the following: create two threads, one randomly generates a number between 1 and 10000 and sends it to the other. The second one checks the number and prints whether it is even or odd.
3. Write a Java program that implements a multi-threaded application that has three threads. First thread generates a random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.