## Assignment No.12 Topic: Multithreading implementing Runnable Interface

**Problem Statement:**

1) Write a program to create multiple threads by implementing Runnable interface.

2) Use join(), isAlive(), getPriority(), SetPriority() methods.

**CODE:**

// implementing multithreading using Runnable interface

class A implements Runnable{

public void run(){

for(int i=0; i < 3; i++){

System.out.println("Hi " + Thread.currentThread().getPriority());

try { Thread.sleep(1000); } catch (Exception e){}

}

}

}

class B implements Runnable{

public void run(){

for(int i=0; i < 3; i++){

System.out.println("Hello " + Thread.currentThread().getPriority());

try { Thread.sleep(1000); } catch (Exception e){}

}

}

}

class RunnableDemo1{

public static void main(String[] args) throws Exception{

Thread t1 = new Thread(new A());

Thread t2 = new Thread(new B());

t1.start();

t2.start();

//set priority

t1.setPriority(Thread.MAX\_PRIORITY);

//getting priority of thread

System.out.println("priority of t1 : " + t1.getPriority());

System.out.println("priority of t2 : " + t2.getPriority());

// calling isAlive before join()

System.out.println("Checking whether t2 is alive (before join): " + t2.isAlive());

// thread on joining throws Exception, so we have to declare 'throws Exception' at main

t1.join();

t2.join();

// calling isAlive after join()

System.out.println("Checking whether t2 is alive (after join): " + t2.isAlive());

//t2 will de dead after the program execeutes, so we will get false

System.out.println("Bye !!");

}

}

**OUTPUT:**

