```java
import java.util.Random;

public class Main {
    public static void main(String[] args) {
        final int TAMANHO_ARRAY = 40;
        final int NUM_THREADS = 4;
        int[] numeros = new int[TAMANHO_ARRAY];
        Random random = new Random();


        for (int i = 0; i < TAMANHO_ARRAY; i++) {
            numeros[i] = random.nextInt(10) + 1;
        }

        int tamanhoPorThread = TAMANHO_ARRAY / NUM_THREADS;


        for (int i = 0; i < NUM_THREADS; i++) {
            int inicio = i * tamanhoPorThread;
            int fim = inicio + tamanhoPorThread;
            ThreadSum t = new ThreadSum(i, numeros, inicio, fim);
            t.start();
        }
    }
}
```

```java
public class ThreadSum extends Thread {
    private int id;
    private int[] array;
    private int inicio;
    private int fim;

    public ThreadSum(int id, int[] array, int inicio, int fim) {
        this.id = id;
        this.array = array;
        this.inicio = inicio;
        this.fim = fim;
    }

    @Override
    public void run() {
        int soma = 0;
        System.out.print("Thread " + id + " somando: ");
        for (int i = inicio; i < fim; i++) {
            soma += array[i];
            System.out.print(array[i] + " ");
        }
        System.out.println("=> Soma: " + soma);
    }
}
```