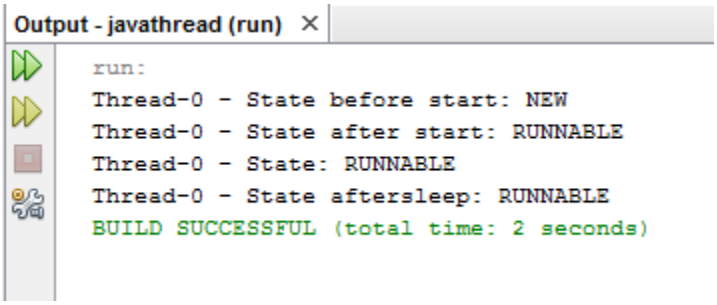
5. Thread Lifecycle Example

```
public class ThreadLifecyclExample extends Thread {
   @Override
   public void run() {
System.out.println(Thread.currentThread().getName() + " - State: " +
Thread.currentThread().getState());
try {
Thread.sleep(2000); // Simulate waiting state
} catch (InterruptedException e) {
e.printStackTrace();
}
System.out.println(Thread.currentThread().getName() + " - State aftersleep: " +
Thread.currentThread().getState());
}


}
public static void main(String[] args)throws InterruptedException {
ThreadLifecyclExample thread = new ThreadLifecyclExample();
System.out.println(thread.getName() + " - State before start: " +
thread.getState());
thread.start(); // Start the thread
System.out.println(thread.getName() + " - State after start: " +
thread.getState());
   }
}
```

Output


Output - javathread (run)
run:
Thread-0 - State before start: NEW
Thread-0 - State after start: RUNNABLE
Thread-0 - State: RUNNABLE
Thread-0 - State aftersleep: RUNNABLE
BUILD SUCCESSFUL (total time: 2 seconds)