```
import java.util.Random;
                                                                                                                                    enerated random number: 60Square: 3600
enerated random number: 71
     public class MultiThreadExample {
            public static void main(String[] args) {
   RandomNumberGenerator randomNumberGenerator = new RandomNumberGenerator
                                                                                                                                 Cube: 357911
Generated random number: 60Square: 3600
                  ();
SquareCalculator squareCalculator = new SquareCalculator
                                                                                                                                   enerated random number: 83
                 (randomNumberGenerator);
CubeCalculator cubeCalculator = new CubeCalculator
(randomNumberGenerator);
                                                                                                                                  Generated random number: 25
                                                                                                                                 Cube: 15625
                                                                                                                                   enerated random number: 54Square: 2916Generated random number: 90Square: 8100
                                                                                                                                  Generated random number: 22
Square: 484Generated random number: 99
                 Thread thread1 = new Thread(randomNumberGenerator);
Thread thread2 = new Thread(squareCalculator);
Thread thread3 = new Thread(cubeCalculator);
                                                                                                                                 Cube: 970299
                                                                                                                                  Square: 4356
                 thread1.start();
thread2.start();
                                                                                                                                   penerated random number: 43Cube: 79507
denerated random number: 29
                                                                                                                                 Cube: 24389
Generated random number: 25
15
16
                  thread3.start();
                                                                                                                                 Cube: 15625
                                                                                                                                    enerated random number: 38
19 class RandomNumberGenerator implements Runnable {
20    private volatile boolean running = true;
21    private Random random = new Random();
                                                                                                                                  Square: 1444
                                                                                                                                   quare: 1296
                                                                                                                                     nerated random number: 95Cube: 857375
```

2

```
import java.util.LinkedList;
                                                                                              Consuming: 92
import java.util.Queue;
                                                                                              Producing: 93
public class ProducerConsumerExample {
                                                                                              Consuming: 93
                                                                                              Producing: 94
        Queue<Integer> buffer = new LinkedList<>();
int capacity = 1; // Buffer capacity
                                                                                              Consuming: 94Producing: 95
         int capacity = 1; /
                                                                                              Consuming: 95
                                                                                              Producing: 96
         Producer producer = new Producer(buffer, capacity);
Consumer consumer = new Consumer(buffer);
                                                                                              Consuming: 96Producing: 97
                                                                                              Consuming: 97
                                                                                              Producing: 98
         Thread producerThread = new Thread(producer);
Thread consumerThread = new Thread(consumer);
                                                                                              Consuming: 98
                                                                                              Producing: 99
                                                                                              Consuming: 99Producing: 100Consuming: 100
         producerThread.start();
                                                                                              Producing: 101
         consumerThread.start();
                                                                                              Consuming: 101
                                                                                              Producing: 102
                                                                                              Consuming: 102
class Producer implements Runnable {
                                                                                              Producing: 103
    private final Queue<Integer> buffer;
                                                                                              Consuming: 103
    private final int capacity;
                                                                                              Producing: 104
                                                                                              Consuming: 104
    public Producer(Queue<Integer> buffer, int capacity) {
                                                                                              Producing: 105Consuming: 105
         this.buffer = buffer;
                                                                                              Producing: 106
         this.capacity = capacity;
                                                                                              Consuming: 106
                                                                                              Producing: 107
```

3

```
1- import java.util.concurrent.locks.Condition;
2 import java.util.concurrent.locks.Lock;
3 import java.util.concurrent.locks.ReentrantLock;
4 public class PrinterSynchronizationExample {
5 public static void main(String[] args) {
6 Printer printer = new Printlob(printer, "Job 1"));
8 Thread job1 = new Thread(new PrintJob(printer, "Job 2"));
9 Thread job2 = new Thread(new PrintJob(printer, "Job 3"));
10 job1.start();
11 job2.start();
12 job3.start();
13 }
14 }
15 - class Printer {
16 private Lock lock = new ReentrantLock();
17 private Lock lock = new ReentrantLock();
18 private int currentJob = 1;
19 public void print(String jobName) {
20 lock.lock();
21 try {
22 while (!jobName.equals("Job " + currentJob)) {
23 condition.await();
24 }
25
```

```
blic class ThreadPriorityExample {
    public static void main(String[] args) {
        Thread thread1 = new Thread(new MyKunnable(), "Thread 1");
        Thread thread2 = new Thread(new MyKunnable(), "Thread 2");
        Thread thread3 = new Thread(new MyKunnable(), "Thread 3");
        Thread thread4 = new Thread(new MyKunnable(), "Thread 5");
        Thread thread5 = new Thread(new MyKunnable(), "Thread 5");
        Thread thread5 = new Thread(new MyKunnable(), "Thread 5");
        Thread2.setPriority(3); // Priority 3
        thread3.setPriority(5); // Priority 5
        thread3.setPriority(7); // Priority 7
        thread3.setPriority(1); // Priority 7
        thread3.setPriority(Thread.MAX_PRIORITY); // Priority 10
        thread3.setTiority(Thread.MAX_PRIORITY); // Priority 10
        thread3.start();
        thread3.start();
        thread5.start();
                                                                                                                                                                                                                                                                                                                                    Thread 2 is running with priority 3Thread 5 is running with priority 1OThread 1 is running with priority 1Thread 3 is running with priority 5Thread 4 is running with priority 7
   } static class MyRunnable implements Runnable {
```