// Create a class that extends the Thread class

class MyThread extends Thread {

private String threadName;

MyThread(String name) {

threadName = name;

}

// Override the run() method to define the thread's behavior

public void run() {

for (int i = 1; i <= 5; i++) {

System.out.println(threadName + " - Count: " + i);

try {

Thread.sleep(500); // Pause the thread for 500 milliseconds

} catch (InterruptedException e) {

System.out.println(threadName + " interrupted.");

}

}

System.out.println(threadName + " exiting.");

}

}

public class Main {

public static void main(String[] args) {

// Create two thread objects

MyThread thread1 = new MyThread("Thread 1");

MyThread thread2 = new MyThread("Thread 2");

// Start the threads

thread1.start();

thread2.start();

}

}