

Week 11 - Practice Program 1

import java.util.\*;  
import java.lang.\*;

class OddThread extends Thread {

int odd-sum = 0;

OddThread() {

super("ODD Thread");

System.out.println("Child Thread : " + this);

start();

}

public void run() {

try {

for(int i=1; i<=100; i++){

if(i%2!=0){

odd-sum = odd-sum + i;

Thread.sleep(100);

}

}

} catch (InterruptedException e) {

System.out.println("Error of Child Interrupted");

}

System.out.println("Sum of Odd Numbers from 1 to  
100 : " + odd-sum);

}

}

```
class Thread_Backide1 {  
    public static void main(String args[]) {  
        int even_sum = 0;  
        new OddThread();  
        try {  
            for (int i = 1; i <= 100; i++) {  
                if (i % 2 == 0) {  
                    even_sum = even_sum + i;  
                    Thread.sleep(200);  
                }  
            }  
        } catch (InterruptedException e) {  
            System.out.println("Main Thread Interrupted");  
        }  
        System.out.println("Sum of even nos. from  
        1 to 100 : " + even_sum);  
    }  
}
```

19/12/2020

## Week 11 - Practice Programs 2

```
import java.util.*;
```

```
class ThreadRandom implements Runnable {  
    Thread t;
```

```
    Thread Random() {
```

```
        t = new Thread(this, "Random Integer Thread");  
        t.start();
```

```
    }
```

```
    public void run() {
```

```
        try {
```

```
            Random R = new Random();
```

```
            for (int i=0; i<5; i++) {
```

```
                int n = R.nextInt(100);
```

```
                System.out.println("Random Integer: " + n);
```

```
                if ((n%2) == 0) {
```

```
                    new Thread(R, n);
```

```
                }
```

```
            } else {
```

```
                new Thread(R, n);
```

```
            }
```

```
            Thread.sleep(1000);
```

```
        }
```

```
    } catch (InterruptedException e) {
```

```
        System.out.println("Random Thread Interrupted");
```

```
    }
```

```
}
```

```
}
```



18/12/2020

```
class ThreadSq implements Runnable {
```

```
    int num;
```

```
    Thread s;
```

```
    ThreadSq(int num) {
```

```
        this.num = num;
```

```
        s = new Thread(this, "Square Thread");
```

```
        s.start();
```

```
    }
```

```
    public void run() {
```

```
        System.out.println("Square of " + num + " = " +  
                             (num * num));
```

```
    }
```

```
}
```

```
class ThreadCu implements Runnable {
```

```
    int num;
```

```
    Thread c;
```

```
    ThreadCu(int num) {
```

```
        this.num = num;
```

```
        c = new Thread(this, "Cube Thread");
```

```
        c.start();
```

```
    }
```

```
    public void run() {
```

```
        System.out.println("Cube of " + num + "  
                             = " + (num * num * num));
```

```
    }
```

```
}
```

```
class ThreadPractice2 {
```

```
    public static void main(String args[]) {
```

```
        ThreadRandom R = new ThreadRandom();
```

```
        try { R.t.join();
```

```
        } catch (InterruptedException e) {
```

```
            System.out.println("Main Thread Interrupted");
```

```
        }
```

```
    }
```