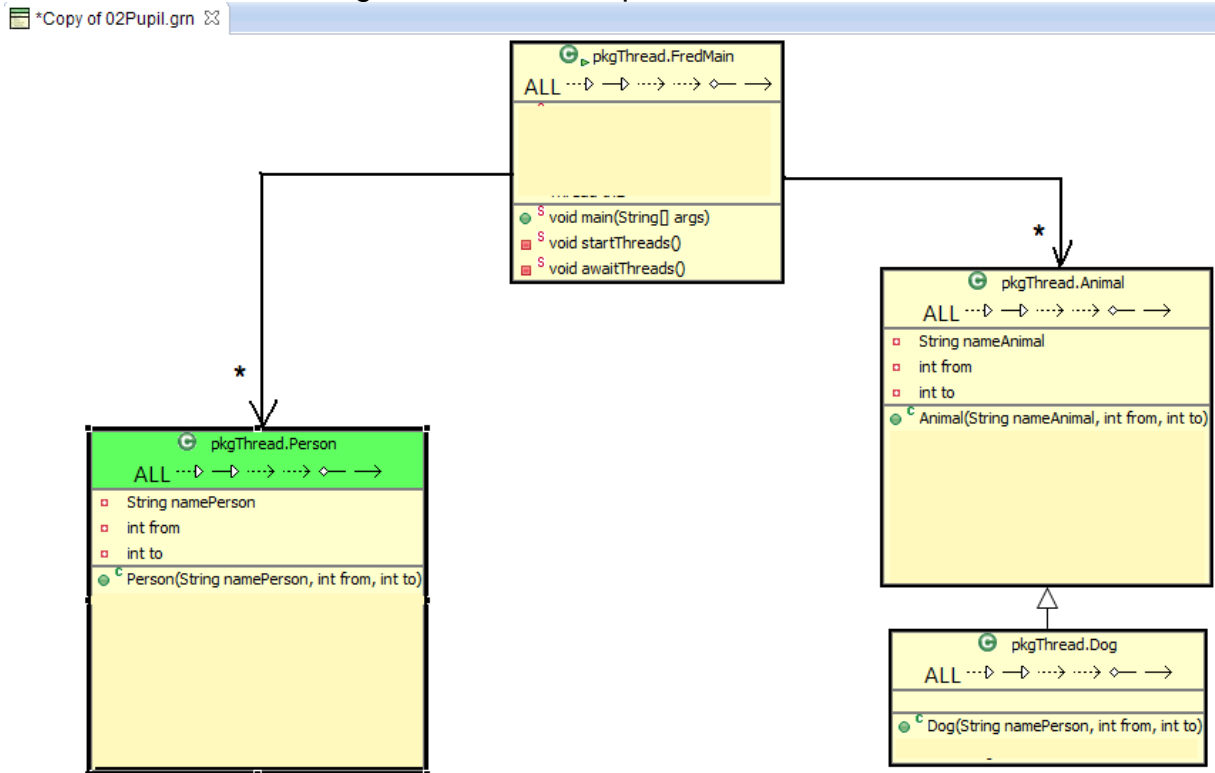


## Elaboration „Thread 1 (How To Create Threads)“

**FredMain** starts threads:

- Persons are counting „from“ => „to“, with random sleeping of max 4 seconds between counting
- Dogs are counting from upper to lower, with random sleeping of max 2 seconds between counting
- FredMain is waiting till last thread stops.



### **outcome (eg:)**

pkgThread.Person Bmeise: 15  
pkgThread.Dog Lessie: 25  
pkgThread.Person Ameise: 10  
pkgThread.Dog Lucky: 20  
pkgThread.Person Bmeise: 16  
pkgThread.Dog Lessie: 24  
pkgThread.Dog Lucky: 19  
pkgThread.Dog Lessie: 23  
pkgThread.Dog Lucky: 18  
pkgThread.Dog Lucky: 17  
pkgThread.Person Ameise: 11

pkgThread.Dog Lessie: 22  
pkgThread.Dog Lucky: 16  
...  
pkgThread.Person Ameise: 12  
pkgThread.Person Bmeise: 17  
pkgThread.Dog Lessie: 20  
pkgThread.Dog Lucky: 13  
pkgThread.Dog Lessie: 19  
pkgThread.Dog Lucky: 12  
pkgThread.Dog Lucky: 11  
pkgThread.Dog Lucky: 10  
pkgThread.Dog Lessie: 18  
pkgThread.Person Ameise: 13  
pkgThread.Dog Lessie: 17  
pkgThread.Person Bmeise: 18  
pkgThread.Dog Lessie: 16  
pkgThread.Dog Lessie: 15  
pkgThread.Person Bmeise: 19  
pkgThread.Person Ameise: 14  
pkgThread.Person Bmeise: 20  
pkgThread.Person Ameise: 15  
pkgThread.Person Ameise: 16  
pkgThread.Person Bmeise: 21  
pkgThread.Person Bmeise: 22  
pkgThread.Person Ameise: 17  
pkgThread.Person Ameise: 18  
pkgThread.Person Ameise: 19  
pkgThread.Person Ameise: 20  
pkgThread.Person Bmeise: 23  
pkgThread.Person Bmeise: 24  
pkgThread.Person Bmeise: 25

### *Delivery:*

- screenshot of outcome
- sources