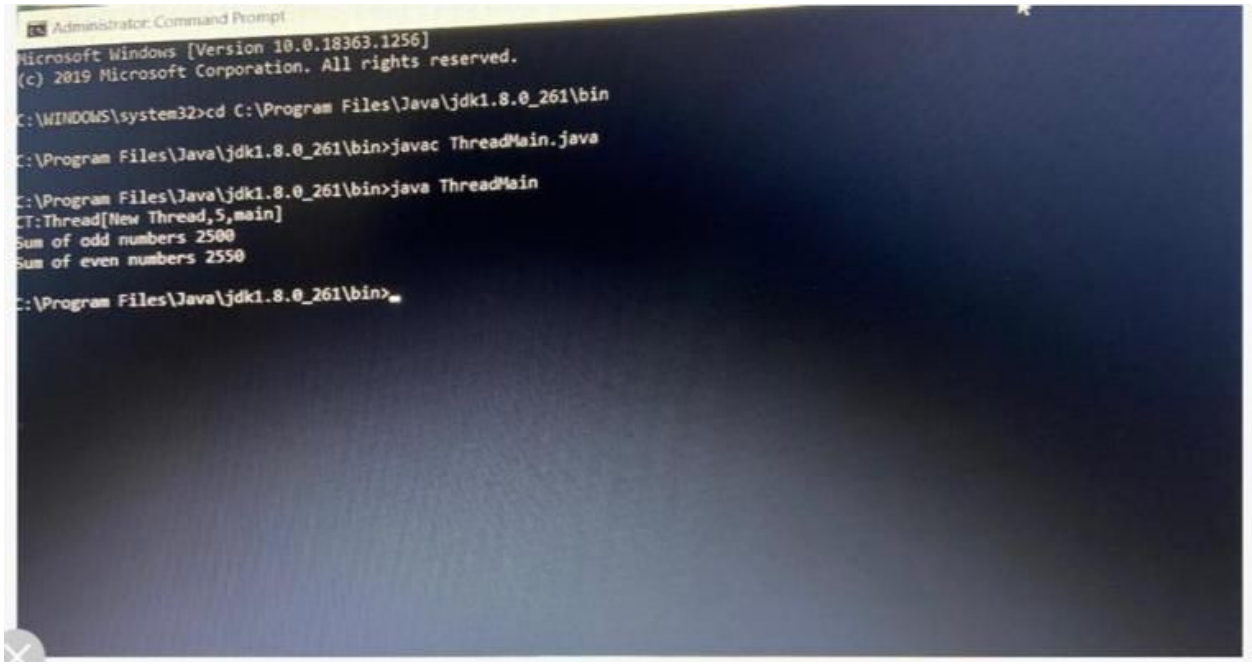
```
class NewThread implements Runnable
{
   Thread t;
   NewThread()
   {
      t=new Thread(this,"New Thread");
      System.out.println("CT:"+t);
      t.start();
   }
   public void run()
   {
      int sum=0,i;
      try
      {
         for(i=1;i<=100;i++)
         {
            if(i%2==1)
            {
               sum=sum+i;
            }
         }
         System.out.println("Sum of odd numbers "+sum);
         Thread.sleep(1000);
      }
      catch(InterruptedException ie)
      {
         System.out.println("Child Thread Interrupted");
      }
   }
}
class ThreadMain
{
   public static void main(String args[])
   {
      int sum=0,i;
      NewThread n1=new NewThread();
      try
      {
         for(i=1;i<=100;i++)
         {
            if(i%2==0)
            {
               sum=sum+i;
            }
```

```
            }
            Thread.sleep(2000);
            System.out.println("Sum of even numbers "+sum);
        }
        catch(InterruptedException ie)
        {
            System.out.println("Child Thread Interrupted");
        }
    }
}
```




```
import java.util.Random;
class Square implements Runnable
{
    Thread t2;
    int num;
    Square(int number)
    {
        num = number;
        t2=new Thread(this,"child thread");
        t2.start();
            }

    public void run()
    {
                    System.out.println("Square of "+num+" = "+(num*num));
            }
}
```

```
class Cube implements Runnable
{
   Thread t3;
   int num;
   Cube(int number)
   {
      num = number;
      t3=new Thread(this,"child thread");
      t3.start();
         }

   public void run()
   {
                  System.out.println("Cube of "+ num+" = "+(num*num*num));
         }
}
class RandomThread implements Runnable
{
   Thread t1;
   RandomThread()
   {
      t1=new Thread(this,"child thread");
      t1.start();
   }
   public void run()
   {
                  Random randnum = new Random();
      for (int i = 0; i < 10; i++)
      {
                        int n = randnum.nextInt(100);
                        System.out.println("Random Integer : " + n);
         if((n%2) == 0)
         {
                              Square s= new Square(n);
                        }
         else
         {
                              Cube c= new Cube(n);
                        }
         try
         {
                              Thread.sleep(1000);
                        }
         catch (InterruptedException e)
```

```
        {
                                System.out.println("Interrupted");
                        }
                }
        }
}

class MultipleThread
{
   public static void main(String args[])
   {
                RandomThread r= new RandomThread();
        }
}
```