```
1.  Class New Thread implearent Runnable
    {
     Thread t;
     New thread ()
     {
    t= new Thread(this, "New thread");
     System.out println ("CT:" +t);
    t. Start();
     }
     public void run ()
     {
    System.out. println ("Square of "+ num+"= (num* nu
     {
      }

Class Cube implements Runnabl
    {
    Thread t3.
   int num;
    Cube (int number)
     {
     num = number
     t3 = new thread( this, "child thread").
      t3. starts ();
     }
     publi voidrun
       {
   System. out. printh ("Cube of"+"num"=
     = +(num* num*num)
     }
```

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1.
```
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   =  +(num* num*num)
   }
```

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```
        }

2.  Class Random Thread implements Runnable
    {
     Thread t1.
    Random Thread ().
     {
    t1 = new Thread (this, "child thread");
    t1 = start ();
     }
     public void run ()
      {
    Random 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)
    {
       ~~Thread~~ System.out.println ("Interrupted");
        }
        }
```

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PageWork

```
          }
            }
Class Multiple Thread
 {
 public static voidmain (String args[])
  {
      Random Thread r = new Random Thread ();
    }
  }
```

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