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using System;
using System.Threading;

namespace ConsoleLabPrgs
{
    public class MyThread
    {
        public void Thread1()
        {
            Console.WriteLine("Executing Thread1");
            for (int i = 1; i <= 20; i++)
            {
                Console.WriteLine($"Thread1 = {i}");
                if (i == 15)
                {
                    Thread.Sleep(7000); // Sleep for 7 seconds
                }
            }
        }

        public void Thread2()
        {
            Console.WriteLine("Executing Thread2");
            for (int i = 21; i <= 40; i++)
            {
                Console.WriteLine($"Thread2 = {i}");
                if (i == 35)
                {
                    break; // Stop the loop at 35
                }
            }
        }
    }

    class Prog7_Thread
    {
        public static void Main()
        {
            Console.WriteLine("Executing Main thread!!!!");

            MyThread thr1 = new MyThread();
            MyThread thr2 = new MyThread();

            Thread tid1 = new Thread(new ThreadStart(thr1.Thread1));
            Thread tid2 = new Thread(new ThreadStart(thr2.Thread2));

            tid1.Start();
            tid2.Start();

            Console.WriteLine("End of Main");
            Console.ReadLine();
        }
    }
}

```