OBJECT ORIENTED PROGRAMMING LAB

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Aim

Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface).

Procedure:

```
import java.util.Scanner;

class Fib implements Runnable{
   public void run(){
      int a=0,b=1,c=0,n=20;
      System.out.println("Fibonacci Series upto "+n+":\n");
      while (n>0)
      {
         System.out.print(c+" ");
         a=b;
         b=c;
         c=a+b;
         n=n-1;
      }
      System.out.println("\n\n**************************\n");
   }
}

class EvenNo implements Runnable{
   public void run(){
```

```
        int n;
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter the Value of N:");
        n=sc.nextInt();
        System.out.println("Even Numbers from 1 to "+n+":");
        for(int i=1;i<=n;i++) {
           if(i%2==0) {
              System.out.println(i);
              }
           }
        }
}
public class Mainc{
    public static void main(String[] args) {
        Fib obj=new Fib();
        Thread t=new Thread(obj);
        t.start();

        EvenNo obj1=new EvenNo();
        Thread t1=new Thread(obj1);
        t1.start();
    }

}
```

Output:

```
C:\Users\Student\Documents\manya>java Mainc
Fibonacci Series upto 20:

0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 1597 2584 4181

**************************

Enter the Value of N:
10
Even Numbers from 1 to 10:
2
4
6
8
10
```