OBJECT ORIENTED PROGRAMMING LAB

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Roll No: 18

Batch: S2 RMCA B

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Experiment No:(co4)25

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=15;
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 Mainb{
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 Screenshot

```
Microsoft Windows [Version 10.0.18362.1082]
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C:\Users\Student\Desktop\MM>javac Mainb.java

C:\Users\Student\Desktop\MM>java Mainb
Fibonacci Series upto 15:

0 1 1 2 3 5 8 13 21 34 55 89 144 233 377

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

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

C:\Users\Student\Desktop\MM>
```