```
import java.util.Random

class RandomNumberThread extends Thread {

    public void run() {

        Random random = new Random();

        for(int i=0; i<10; i++){

            int randomInteger = random.nextInt(100);
            System.out.println("Random Integer generated: " +
                randomInteger);
            if ((randomInteger % 2) == 0) {

                SquareThread sThread = new SquareThread(randomInteger);
                sThread.start();
            }

            else {

                CubeThread cThread = new CubeThread(randomInteger);
                cThread.start();

                try {

                    Thread.sleep(1000);
                }

                catch(InterruptedException e) {
                    System.out.println(e);
                }
            }
        }
    }
```

```
class SquareThread extends Thread {
    int number;
    SquareThread(int randomNumber) {
        number = randomNumber;
    }
    public void run() {
        System.out.println("Square of " + number + " = " + (number
            number));
    }
}

class CubeThread extends Thread {
    int number;
    CubeThread(int randomNumber) {
        number = randomNumber;
    }
    public void run() {
        System.out.println("Cube of " + number + " = " +
            number * number * number);
    }
}
```

```
public class Practice_2{
    public static void main (String args[]){
        RandomNumberThread rnThread = new RandomNumberThread();
        rnThread.start();
    }
}
```