Object MT1 (MyThread) name = "A" this.getName() = "A" run() { Thread.currentThread().getName() }

```
Object MT2 (MyThread)

name = "B"
this.getName() = "B"

run() {

Thread.currentThread().getName()
}
```

tbody (class Thread)

Thread's run() { }

MySoul (Runnable)

MySoul's run() {...}

mbody (class MyBody)

Thread's run() { }

MyBody's run() { ...}

MySoul (Runnable)

MySoul's run() {...}

MyBody overrides run()

hbody (class HerBody)

Thread's run() { }

MySoul (Runnable)

MySoul's run() {...}

HerBody doesn't override run()