

## OddNumbers.java

```
1 package CheckOddNumbers;
2
3 class Odd extends Thread
4 {
5     public void run()
6     {
7         for(int x=1; x<=10; x++)
8         {
9             if(x % 2 != 0)
10            {
11                System.out.println(x + " is an odd number");
12            }
13            else
14            {
15                System.out.println(x + " is not an odd number");
16            }
17        }
18    }
19 }
20
21 public class OddNumbers {
22
23     public static void main(String args[])
24     {
25         Odd o = new Odd();
26         o.start();
27     }
28
29 }
30
```