## 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()