1. **public void run():**is used to perform action for a thread.
2. **public void start():**starts the execution of the thread.JVM calls the run() method on the thread.
3. **public void sleep(long miliseconds):**Causes the currently executing thread to sleep (temporarily cease execution) for the specified number of milliseconds.
4. **public void join():**waits for a thread to die.
5. **public int getPriority():**returns the priority of the thread.
6. **public int setPriority(int priority):**changes the priority of the thread.
7. **public String getName():**returns the name of the thread.
8. **public void setName(String name):**changes the name of the thread.
9. **public int getId():**returns the id of the thread.
10. **public Thread.State getState():**returns the state of the thread.
11. **public boolean isAlive():**tests if the thread is alive.
12. **public void yield():**causes the currently executing thread object to temporarily pause and allow other threads to execute.
13. **public void suspend():**is used to suspend the thread
14. **public void resume():**is used to resume the suspended thread
15. **public void stop():**is used to stop the thread