

Java Assignment

Caller.java

```
package assignment_9;

public class Caller implements Runnable {
    Thread t;
    String msg;
    CallMe target;

    public Caller(CallMe targ, String s) {
        target = targ;
        msg = s;
        t = new Thread(this);
    }

    @Override
    public void run() {

        synchronized (target)
        {
            target.call(msg);
        }

    }
}
```

CallMe.java

```
package assignment_9;

public class CallMe {

    synchronized public void call(String msg) {

        System.out.print(msg);
        try {
            Thread.sleep(1000);
        } catch (Exception e) {
        }
        System.out.print(" ");
    }

}
```

Synch.java

```
package assignment_9;

public class Synch {
    public static void main(String[] args) {

        CallMe target = new CallMe();

        Caller ob1 = new Caller(target, "Java");
        Caller ob2 = new Caller(target, "Is");
        Caller ob3 = new Caller(target, "Great");

        ob1.t.start();
        ob2.t.start();
        ob3.t.start();

        try {

            ob1.t.join();
            ob2.t.join();
            ob3.t.join();

        }
        catch (Exception e)
        {
            e.printStackTrace();
        }

    }

}
```

Output

```
Java Is Great  
Process finished with exit code 0
```