Week-11   Extra Program 1

1. WAP to create a thread to find odd sum of odd number from 1 to 100 in this thread. Find the sum of even number in the same range in the main thread.

```java
import java.util.*;
class Oddsum implements Runnable
{
    String name;
    int sumodd;
    int sumeven;
    int ch;
    Thread t;
    Oddsum (String thread_name, int choice)
    {
        ch = choice;
        name = thread_name;
        t = new Thread (this, name);
        t.start();
    }
    public void run()
    {
        try
        {
            for(int i=1; i<100; i++)
            {
                if (i%2 !=0)
                {
                    sumodd = sumodd + i;
                }
                else if (i%2 ==0)
```

```java
    {
        sumeven = sumeven + i;
    }
}
if (ch==1)
{
    System.out.println("ODD sum :-" + sumodd);
}
else if (ch==2)
{
    System.out.println("EVEN sum :-" + sumeven);
}
Thread.sleep(500);
}
catch (InterruptedException e)
{
    System.out.println("child thread. Interrupted");
}
System.out.println("child Thread exiting--");
}
}

class EvenSum
{
    public static void main(String args[])
    {
        OddSum n1 = new OddSum("Odd Sum", 1);
        try
        {
            System.out.println("Entering Main thread");
            OddSum n2 = new OddSum("Even Sum", 2);
            Thread.sleep(3000);
        }
```

```
catch (InterruptedException ie)
{
  System.out.println("Main Thread interrupted");
}
System.out.println("Main Thread exiting--");
}
}
```