Experiment No: 2

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Aim

Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface)

Procedure

```
import java.util.*;


class fibonacci implements Runnable {
   int l;


   fibonacci(int n) {
      l = n;
   }


   public void run() {
      int c;
      int a = 0, b = 1;
                  System.out.print("Fibonacci : ");
      System.out.print(""+a + " " + b);
      for (int i = 0; i <= l; i++) {
         c = a + b;
         System.out.print(" " + c);
         a = b;
         b = c;
```

```
        }
    }
}

class even implements Runnable {
    int l;

    even(int n) {
        l = n;
    }

    public void run() {
                    System.out.print("Even numbers : ");
        for (int i = 0; i <= l; i++) {
            if (i % 2 == 0)
                System.out.print(i + "  ");
        }
        System.out.println("");

    }

}

class My{
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
```

```
        System.out.println("Enter Limit :");
        int l = sc.nextInt();


        even e = new even(l);
        Thread T2 = new Thread(e);
        T2.start();
fibonacci f = new fibonacci(l);
        Thread T1 = new Thread(f);
        T1.start();
    }
}
```

Output