S.N.	Modifier and Type	Method	Description
1)	void	start()	It is used to start the execution of the thread.
2)	void	run()	It is used to do an action for a thread.
3)	static void	sleep()	It sleeps a thread for the specified amount of time.
4)	static Thread	currentThread()	It returns a reference to the currently executing thread object.
5)	void	join()	It waits for a thread to die.
6)	int	getPriority()	It returns the priority of the thread.
7)	void	setPriority()	It changes the priority of the thread.
8)	String	getName()	It returns the name of the thread.
9)	void	setName()	It changes the name of the thread.

10)	long	getId()	It returns the id of the thread.
11)	boolean	isAlive()	It tests if the thread is alive.
12)	static void	yield()	It causes the currently executing thread object to pause and allow other threads to execute temporarily.
13)	void	suspend()	It is used to suspend the thread.
14)	void	resume()	It is used to resume the suspended thread.
15)	void	stop()	It is used to stop the thread.
16)	void	destroy()	It is used to destroy the thread group and all of its subgroups.

17)	boolean	isDaemon()	It tests if the thread is a daemon thread.
18)	void	setDaemon()	It marks the thread as daemon or user thread.
19)	void	interrupt()	It interrupts the thread.
20)	boolean	isinterrupted()	It tests whether the thread has been interrupted.
21)	static boolean	interrupted()	It tests whether the current thread has been interrupted.
22)	static int	activeCount()	It returns the number of active threads in the current thread's thread group.
23)	void	checkAccess()	It determines if the currently running thread has permission to

			modify the thread.
24)	static boolean	holdLock()	It returns true if and only if the current thread holds the monitor lock on the specified object.
25)	static void	dumpStack()	It is used to print a stack trace of the current thread to the standard error stream.
26)	StackTraceElement[]	getStackTrace()	It returns an array of stack trace elements representing the stack dump of the thread.
27)	static int	enumerate()	It is used to copy every active thread's thread group and its subgroup into

			the specified array.
28)	Thread.State	getState()	It is used to return the state of the thread.
29)	ThreadGroup	getThreadGroup()	It is used to return the thread group to which this thread belongs
30)	String	toString()	It is used to return a string representation of this thread, including the thread's name, priority, and thread group.
31)	void	notify()	It is used to give the notification for only one thread which is waiting for a particular object.

32)	void	notifyAll()	It is used to give the notification to all waiting threads of a particular object.
33)	void	setContextClassLoader()	It sets the context ClassLoader for the Thread.
34)	ClassLoader	getContextClassLoader()	It returns the context ClassLoader for the thread.
35)	static Thread.UncaughtExceptionHandler	getDefaultUncaughtExceptionHandler()	It returns the default handler invoked when a thread abruptly terminates due to an uncaught exception.
36)	static void	setDefaultUncaughtExceptionHandler()	It sets the default handler invoked when a thread abruptly

			terminates due to an uncaught exception.

Life cycle of a Thread (Thread States)

A thread can be in one of the five states. According to sun, there is only 4 states in **thread life cycle in java** new, runnable, non-runnable and terminated. There is no running state.

But for better understanding the threads, we are explaining it in the 5 states.

The life cycle of the thread in java is controlled by JVM. The java thread states are as follows:

1. New
2. Runnable
3. Running
4. Non-Runnable (Blocked)
5. Terminated

1) New

The thread is in new state if you create an instance of Thread class but before the invocation of start()

2) Runnable

The thread is in runnable state after invocation of start() method, but the thread scheduler has not selected it to be the running thread.

3) Running

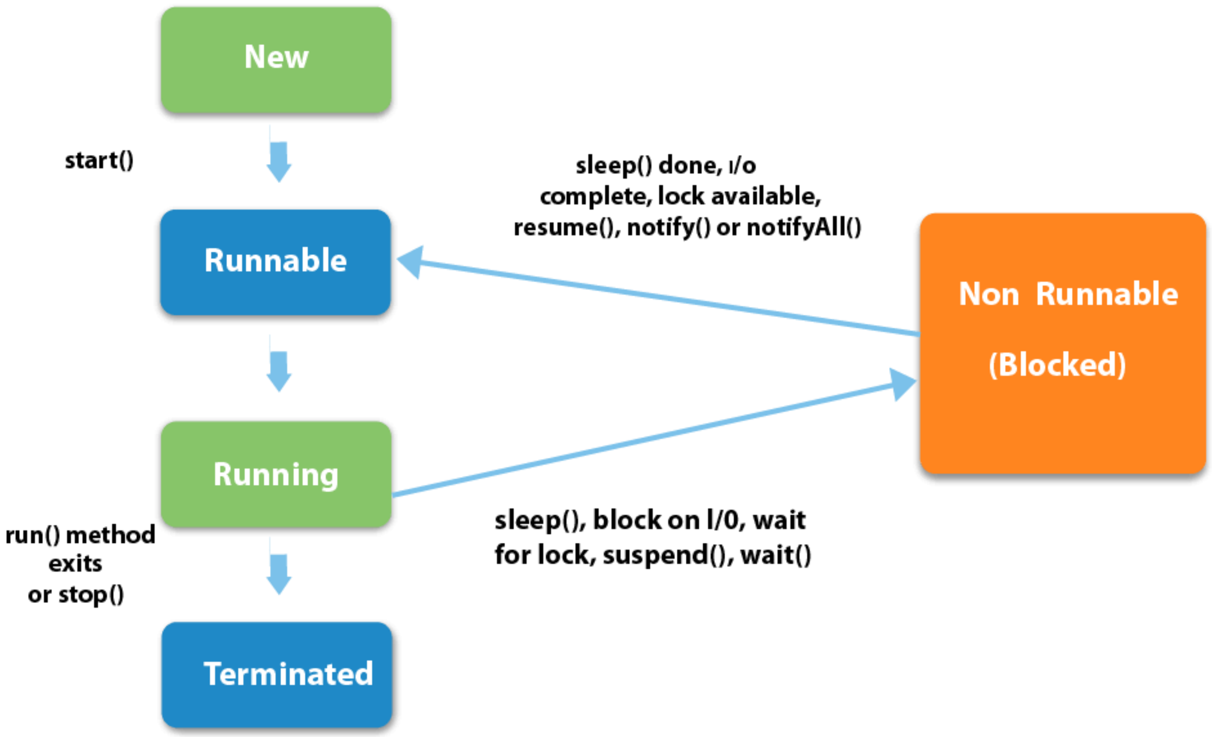
The thread is in running state if the thread scheduler has selected it.

4) Non-Runnable (Blocked)

This is the state when the thread is still alive, but is currently not eligible to run.

5) Terminated

A thread is in terminated or dead state when its run() method exits.


New
start()
Runnable
sleep() done, I/o complete, lock available, resume(), notify() or notifyAll()
Non Runnable (Blocked)
Running
sleep(), block on I/0, wait for lock, suspend(), wait()
run() method exits or stop()
Terminated