**The join() method**

The join() method waits for a thread to die. In other words, it causes the currently running threads to stop executing until the thread it joins with completes its task.

**Syntax:**

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| public void join()throws InterruptedException |
| public void join(long milliseconds)throws InterruptedException |

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| **package** com.company;  **import** java.io.\*; **import** java.util.Scanner;  **public class** Main {   **public static void** main(String[] args){  Multies2 t1 = **new** Multies2();  Multies2 t2 = **new** Multies2();  Multies2 t3 = **new** Multies2();   t1.start();  **try** {  t1.join();  } **catch** (Exception e){  System.***out***.println(**"Message : "** + e.getMessage());  }   System.***out***.println();  t2.start();  System.***out***.println();  t3.start();  } } | **package** com.company;  **public class** Multies2 **extends** Thread{  @Override  **public void** run(){  **try** {  **for** (**int** i = 0; i <= 5; i++){  Thread.*sleep*(2000);  System.***out***.println(**"thread "** + i);  }  } **catch** (Exception e){  System.***out***.println(**"Message : "** + e.getMessage());  }  } } |
| **thread 0**  **thread 1**  **thread 2**  **thread 3**  **thread 4**  **thread 5**  **thread 0**  **thread 0**  **thread 1**  **thread 1**  **thread 2**  **thread 2**  **thread 3**  **thread 3**  **thread 4**  **thread 4**  **thread 5**  **thread 5** | |