import java.io.\*;

import java.util.\*;

// A Class used to send a message

class Sender

{

public void send(String msg)

{

System.out.println("Sending\t" + msg);

try {

Thread.sleep(1000);

}catch (Exception e) {

System.out.println("Thread interrupted.");

}

System.out.println("\n" + msg + "Sent");

}

}

class ThreadedSend extends Thread

{ private String msg;

Sender sender;

ThreadedSend(String m, Sender obj)

{ msg = m;

sender = obj;

}

public void run()

{// Only one thread can send a message

// at a time.

synchronized (sender)

{// synchronizing the send object

sender.send(msg);

}

}}

// Driver class

class SyncDemo

{

public static void main(String args[])

{

Sender send = new Sender();

ThreadedSend S1 = new ThreadedSend("Hi", send);

ThreadedSend S2 = new ThreadedSend("Bye",send);

// Start two threads of ThreadedSend type

S1.start();

S2.start();

// wait for threads to end

try {

S1.join();

S2.join();

}

catch (Exception e) {

System.out.println("Interrupted");

}

}

}