

Ways to Create a Thread in Java

1. By Extending `Thread` Class

```
class MyThread extends Thread {  
    public void run() {  
        System.out.println("Thread using Thread class");  
    }  
}  
new MyThread().start();
```

2. By Implementing `Runnable` Interface

```
class MyRunnable implements Runnable {  
    public void run() {  
        System.out.println("Thread using Runnable");  
    }  
}  
Thread t = new Thread(new MyRunnable());  
t.start();
```

3. By Implementing `Callable` Interface (Java 5+)

```
Callable<String> task = () -> "Callable executed";  
ExecutorService executor = Executors.newSingleThreadExecutor();  
Future<String> future = executor.submit(task);  
System.out.println(future.get());  
executor.shutdown();
```

Differences: `Thread` vs `Runnable` vs `Callable`

Feature	<code>Thread</code>	<code>Runnable</code>	<code>Callable<V></code>
Inheritance	Extends <code>Thread</code>	Implements interface	Implements interface
Return Value	No	No	Yes (<code>V</code>)
Throws Exception	No	No	Yes (can throw checked exceptions)

Feature	Thread	Runnable	Callable<V>
Execution	<code>start()</code>	Pass to <code>Thread</code> → <code>start()</code>	Submit to <code>ExecutorService</code>
Method to Implement	<code>void run()</code>	<code>void run()</code>	<code>V call() throws Exception</code>
Thread Reuse	Not reusable	Reusable in multiple threads	Reusable via <code>ExecutorService</code>

Key Methods

`Thread`:

- `start()`
- `run()`
- `sleep()`
- `join()`

`Runnable`:

- `run()`

`Callable<V>`:

- `call()`

Functional Interfaces

- `Runnable` is a **functional interface** (has one abstract method `run()`).
- `Callable` is also a **functional interface** (has one abstract method `call()`).

This allows both to be used with lambda expressions in Java 8+.

Can You Use `Callable` Independently?

No, `Callable` cannot be executed directly or with `Thread`. It must be used with `ExecutorService` (or similar concurrency utility).

What is ExecutorService?

- An interface in `java.util.concurrent` to manage a **pool of threads**.
 - Handles:
 - Thread lifecycle
 - Task submission (`Runnable` or `Callable`)
 - Graceful shutdown
 - Result tracking via `Future`
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Code Snippet: Using ExecutorService

```
import java.util.concurrent.*;

public class ExecutorExample {
    public static void main(String[] args) throws Exception {
        ExecutorService executor = Executors.newFixedThreadPool(2);

        Callable<String> task = () -> {
            Thread.sleep(1000);
            return "Callable Task Completed";
        };

        Future<String> future = executor.submit(task);
        System.out.println("Result: " + future.get());

        executor.shutdown();
    }
}
```