## OBJECT ORIENTED PROGRAMING LAB

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**Roll No : 46**

**Batch : B**

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## Experiment No.: 30

## Aim

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

## Source Code

```
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 Number:");
        for (int i = 0; i <= l; i++) {
            if (i % 2 == 0)
                System.out.print(i + "  ");
        }
        System.out.println("");
    }
}
class FiboPgm{
    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 Screenshot