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Q8) → Write a program to show implementation of sleep method in Java.

```
class TestsleepMethod1 extends Thread {
    public void run() {
        for (int i=1; i<5; i++) {
            try { Thread.sleep(500); }
            catch (InterruptedException e) {
                System.out.println(e);
            }
            System.out.println(i);
        }
    }

    public static void main (String args []) {

        TestsleepMethod1 t1 = new TestsleepMethod1();
        TestsleepMethod1 t2 = new TestsleepMethod1();

        t1.start();
        t2.start();
    }
}
```

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Q9)-) Write a program to show thread priority in java.

```
class Test extends Thread {
    public void run() {
        System.out.println("Running Thread name is: "+
                      Thread.currentThread().getName());
      System.out.println("Running Thread priority is: "+
                      Thread.currentThread().getPriority());
    }

    public static void main(String args[]) {

        Test m1 = new Test();
        Test m2 = new Test();
        m1.setPriority(Thread.MIN_PRIORITY);
        m2.setPriority(Thread.MAX_PRIORITY);

        m1.start();
        m2.start();
    }
}
```

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Q10)-> ~~(A)~~ Write a program to show implementation of garbage collection in Java.

```
public class Test1 {
    public void finalize () {
        System.out.println("object is garbage collected.");
    }

    public static void main(String args []) {

        Test1 s1 = new Test1 ();
        Test1 s2 = new Test1 ();

        s1=null;
        s2=null;
        System.gc();
    }
}
```

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Q11)-) Write a program to show implementation of runnable interface in Java.

```
public class A implements Runnable {

  @ Override
   public void run() {
        System.out.println("Thread has ended");
   }

   public static void main (String args []) {

        A ex = new A();
        Thread t1 = new Thread (ex);
        t1. start ();
        System.out. println ("Hi");
   }
}
```

Q12) -> Write a program to show Java Exception Propagation

```
class Test2{
    void m(){
        int data = 50/0;
    }

    void n(){
        m();
    }
    void p(){
        ~~try~~ {
            n();
        } catch(InterruptedException e){
        System.out.println("exeeption handled");
        }

    public static void main(String args[]){

        Test2 obj = new Test2();
        obj.p();
        System.out.println("normal flow...");
    }
}
```

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Q(13)-> write a program to show implementation of applet in java.

```
import java.applet.Applet;
import java.awt.Graphics;

public class First extends Applet{

    public void paint(Graphics g){
        g.drawString("welcome", 150, 150);
    }
}
```

myapplet.html

```
<html>
<body>
<applet code="First.class" width="300" height="300">
</applet>
</body>
</html>
```

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Q14) -> Write a program to show EventHandling in applet in java

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class EventApplet extends Applet implements
 ActionListener {
        button b;
        TextField tf;

        public void init(){
            tf = new TextField();
            tf.setBounds(30,40,150,20);

            b = new Button("Click");
            b.setBounds (80,150, 60, 50);

            add(b); add(tf);
            b.addActionListener (this);

            setLayout(null);
        }

        public void actionPerformed (ActionEvent e){
            tf. setText ("Welcome");
        }
    }
```

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Q15)-> Write a program to implement Java ActionListener interface using anonymous class.

```
import java.awt.*;
import java.awt.event.*;
public class ActionListenerExample {
    public static void main (String args[]) {
        Frame f = new Frame ("ActionListener Example");
        final TextField tf = new TextField();
        tf.setBounds (50, 50, 150, 20);
        Button b = new Button ("Click Here");
        b.setBounds (50, 100, 60, 30);

        b.addActionListner(new ActionListner() {
            public void actionPerformed(ActionEvent e){
                tf.setText("Welcome to Java program");
            }
        });

        f.add (b); f.add(tf);
        f.setSize (400,400);
        f.setLayout (null);
        f.setVisible (true);
    }
}
```

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Q(6)-> Write a program to perform single task by multiple threads in java.

```
class Test extends Thread {
    public void run (){
        System.out. println ("task one");
    }

    public static void main (String args []){

        Test t1 = new Test ();
        Test t2 = new Test();
        Test t3 = new Test();

        t1. start();
        t2, start ();
        t3; start();
    }
}
```

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Q17)→ Write a program to implement synchronization in java.

```
class Table {
    synchronized void prtable (int n) {
        for (int  i=1; i<=5; i++) {
            System.out.println (n*i);
            try {
                Thread.sleep (400);
            } catch (Exception  e) {
                System.out. println(e);
            }
        }
    }
}

class Thread1 extends Thread {
    Table t;
    Thread1 (Table t) {
        this.t=t;
    }
    public void run() {
        t.prtable(5);
    }
}

class Thread2 extends Thread {
    Table t;
    Thread2 (Table t) {
        this.t=t;
    }
```

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```
        public void run() {
                t. printable(10);
        }
    }

    public class Test {
            public static void main(String args [ ]) {
                    Table obj = new Table();
                    Thread1 t1 = new Thread1(obj);
                    Thread 2 t2 = new Thread2 (obj);

                    t1. start();
                    t2. start();
            }
    }
```