MULTITHREADING USING RUNNABLE INTERFACE

```java
import java.lang.package;
class GoodMorning implements Runnable{
    synchronized void run(){
        try{
            int i=0;
            while(i<5){
                sleep(1000);
                System.out.println("Good Morning");
                i++;
            }
        }
            catch(Exception e)
            {
                System.out.println(e);
            }
    }
}
class Hello implements Runnable{
    synchronized void run(){
        try{
            int i=0;
            while(i<5){
                sleep(2000);
                System.out.println("hello");
                i++;
            }
        }
```

```java
                catch(Exception e)
                {
                    System.out.println(e);
                }
            }
        }
class welcome implements Runnable{
    synchronized void run(){
        try{
            int i=0;
            while(i<5){
                sleep(3000);
                System.out.println("Welcome");
                i++;
            }
        }
            catch(Exception e)
            {
                System.out.println(e);
            }
        }
    }
class threadclass1
{
    public static void main(String args[])
    {
        GoodMorning thread =new GoodMorning();
        Thread t1=new Thread(thread);
        Hello threaddemo=new Hello();
```

```
        Thread t2=new Thread(threaddemo);

        welcome threadrun=new welcome();

        Thread t3=new Thread(threadrun);

    }
}
```

OUTPUT:

Output

```
Good morning
hello
Good morning
welcome
Good morning
hello
Good morning
```

Output

```
Good morning
welcome
hello
hello
welcome
hello
```