MULTITHREADING USING RUNNABLE INTERFACE

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++;

}

}

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:

