import java.io.\*;

import java.util.\*;

class Sender

{

public void send(String msg)

{

System.out.println("Sending\t" + msg );

try

{

Thread.sleep(1000);

}

catch (Exception e)

{

System.out.println("Thread interrupted.");

}

System.out.println("\n" + msg + "Sent");

}

}

**class** ThreadedSend **extends** Thread

{

**private** String msg;

**private** Thread t;

Sender sender;

ThreadedSend(String m, Sender obj)

{

msg = m;

sender = obj;

}

**public** **void** run()

{

**synchronized**(sender)

{

sender.send(msg);

}

}

}

**class** SyncDemo

{

**public** **static** **void** main(String args[])

{

Sender snd = **new** Sender();

ThreadedSend S1 =

**new** ThreadedSend( " Hi " , snd );

ThreadedSend S2 =

**new** ThreadedSend( " Bye " , snd );

S1.start();

S2.start();

**try**

{

S1.join();

S2.join();

}

**catch**(Exception e)

{

System.***out***.println("Interrupted");

}

}

}

OUTPUT- Thread 'main' is woken after sleeping for 1 second

Object 'java.lang.Object@3830f1c0' is woken after waiting for 1 second

Thread 'main' is woken after sleeping for 1 second

Object 'java.lang.Object@3830f1c0' is woken after waiting for 1 second

Sending Bye

Bye Sent

Sending Hi

Hi Sent