**Name: Varsha JJ**

**Roll No: 48**

**Batch: S2 MCA**

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**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 6**

**Aim**

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

**PROCEDURE**

import java.util.Scanner;

class Fibonacci implements Runnable{

public void run(){

int a=0,b=1,c=0,l=20;

System.out.println("FIBONACCI SERIES UPTO "+l+": \n");

while (l>0)

{

System.out.print(c+" ");

a=b;

b=c;

c=a+b;

l=l-1;

if(l%10==0)

{

System.out.println("\n");

}

}

}

}

class EvenNumber implements Runnable{

public void run(){

int n;

Scanner sc=new Scanner(System.in);

System.out.println("Enter the limit : ");

n=sc.nextInt();

System.out.println("Even Numbers from 1 to "+n+"\n");

for(int i=1;i<=n;i++) {

if(i%2==0) {

System.out.println(i);

}

}

}

}

public class Fibinoci {

public static void main(String[] args) {

Fibonacci obj1=new Fibonacci();

Thread t1=new Thread(obj1);

t1.start();

EvenNumber obj2=new EvenNumber();

Thread t2=new Thread(obj2);

t2.start();

}

}

**Output**

