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**Batch: RMCA-B**

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**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 2.**

**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 extends Thread{

int size;

Fibonacci(int size){

this.size=size;

}

public void run(){

int num1=0, num2=1;

System.out.println("Fibonacci - 0, 1, ");

for(int i=2;i<size;i++){

int temp=num1;

num1= num2;

num2= temp+num1;

System.out.println("Fibnacci - "+num2+", ");

}

}

}

class EvenNumber extends Thread{

int range;

EvenNumber(int range){

this.range= range;

}

public void run(){

for(int i=0;i<range;i++){

if(i%2==0){

System.out.println("The even number : "+i);

}

}

}

}

public class ques04 {

public static void main(String[] args) {

int size, range;

Scanner sc= new Scanner(System.in);

System.out.print("Enter the size of fibonacci series : ");

size= sc.nextInt();

System.out.println("Enter the range of even numbers : ");

range= sc.nextInt();

Fibonacci fib= new Fibonacci(size);

EvenNumber even= new EvenNumber(range);

fib.start();

even.start();

sc.close();

}

}

**Output Screenshot**

