1. Using thread in Java.

   a) Create a class called PrintChar that prints a given character for a given time. （e.g. printing 'A' for 10 times.）

   b) Create a class called PrintNum that prints numbers from 1 to the given number. (e.g. printing from 1 to 45.)

   c) Create a driver class that runs 2 instances of PrintChar and 1 instance of PrintNum as threads.

   Run the program several times to examine how the execution of threads interleave with each other.

2. Modify the program so that threads run interleaving each other, i.e. alternately printing character A and a number. Print the remaining numbers after all the 10 A's have been printed.