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**Class:** Final Year B. Tech CSE **Batch:** B2

**Title: Implement an application that implements Multi-threading**

**activity\_main.xml**

*<?*xml version="1.0" encoding="utf-8"*?>*<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity">  
  
 <TextView  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Background Multithreading"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent" />  
  
</androidx.constraintlayout.widget.ConstraintLayout>

**MainActivity.java**

package com.example.multithreading;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.os.Bundle;  
  
public class MainActivity extends AppCompatActivity {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 ThreadClass t1=new ThreadClass("Thread 1");  
 ThreadClass t2=new ThreadClass("Thread 2");  
  
 t1.start();  
 t2.start();  
 }  
}

**ThreadClass**

package com.example.multithreading;  
  
public class ThreadClass extends Thread{  
 public String name;  
 public ThreadClass(String name){  
 this.name=name;  
 }  
 public void run(){  
 for(int i=1;i<10;i++){  
 *// the thread will sleep for the 500 milli seconds* try{  
 Thread.*sleep*(500);  
 }catch(InterruptedException e){  
 System.*out*.println(e);  
 }  
  
 System.*out*.print(i);  
 System.*out*.println(" =>"+this.name);  
 }  
 }  
}

**Output:**



