2)class thread1 implements Runnable{

@Override

public void run(){

System.out.println("This is house: "+Thread.currentThread().getName());

try {

Thread.sleep(1000);

} catch (InterruptedException e) {

e.printStackTrace();

}

}

}

class thread2 implements Runnable{

@Override

public void run(){

System.out.println("This is house: "+Thread.currentThread().getName());

try {

Thread.sleep(1000);

} catch (InterruptedException e) {

e.printStackTrace();

}

}

}

class thread3 implements Runnable{

@Override

public void run(){

System.out.println("This is house: "+Thread.currentThread().getName());

try {

Thread.sleep(1000);

}

catch (InterruptedException e) {

e.printStackTrace();

}

}

}

class thread4 implements Runnable{

@Override

public void run(){

System.out.println("This is house: "+Thread.currentThread().getName());

try {

Thread.sleep(1000);

} catch (InterruptedException e) {

e.printStackTrace();

}

}

}

class thread5 implements Runnable{

@Override

public void run(){

System.out.println("This is house: "+Thread.currentThread().getName());

try {

Thread.sleep(1000);

} catch (InterruptedException e) {

e.printStackTrace();

}

}

}

public class task2 {

public static void main(String[]args){

Thread a = new Thread(new thread1());

a.setName("House Stark");

Thread b = new Thread(new thread2());

b.setName("House Targaryen");

Thread c= new Thread(new thread3());

c.setName("House Lannister");

Thread d= new Thread(new thread4());

d.setName("House Bolton");

Thread f= new Thread(new thread5());

f.setName("House Tyrell");

a.setPriority(Thread.MAX\_PRIORITY);

d.setPriority(Thread.MIN\_PRIORITY);

a.run();

b.run();

c.run();

d.run();

a.start();

f.start();

c.start();

d.start();

try {

a.join();

c.join();

d.join();

} catch (InterruptedException e) {

e.printStackTrace();

}

if(a.isAlive()){

System.out.print("Not Today!");

}

else if(!d.isAlive()){

System.out.print("You know nothing");

}

}

}