

Java

```
public class ThreadMethodsExample {

    public static void main(String[] args) {

        Thread thread = new Thread(new MyRunnable());

        // Thread methods

        thread.start(); // Starts the thread

        try {

            thread.join(); // Waits for the thread to finish

        } catch (InterruptedException e) {

            e.printStackTrace();

        }

        System.out.println("Thread finished: " + thread.isAlive()); // Checks if the thread is still alive

        thread.setName("MyThread"); // Sets the name of the thread

        System.out.println("Thread name: " + thread.getName()); // Gets the name of the thread

        System.out.println("Thread priority: " + thread.getPriority()); // Gets the priority of the thread

    }

}

class MyRunnable implements Runnable {

    @Override

    public void run() {

        System.out.println("Thread is running");

    }

}
```

```
    }  
}
```

C#

```
using System;
```

```
using System.Threading;
```

```
class Program
```

```
{
```

```
    static void Main()
```

```
    {
```

```
        Thread thread = new Thread(new ThreadStart(MyMethod));
```

```
        // Thread methods
```

```
        thread.Start(); // Starts the thread
```

```
        thread.Join(); // Waits for the thread to finish
```

```
        Console.WriteLine("Thread finished: " + thread.IsAlive); // Checks if the thread is still alive
```

```
        thread.Name = "MyThread"; // Sets the name of the thread
```

```
        Console.WriteLine("Thread name: " + thread.Name); // Gets the name of the thread
```

```
    }
```

```
    static void MyMethod()
```

```
    {
```

```
        Console.WriteLine("Thread is running");
```

```
    }
```

