prog 1:

Using methods charAt() & length() of string class

```
import java.util.Scanner;
public class Frequency1
{
public static void main(String args[])
{
int i;
String str;
   int counter[] = new int[256];
   Scanner in = new Scanner(System.in);

   System.out.print("Enter a String : ");
   str=in.nextLine();

    for (i = 0; i < str.length(); i++) {
      counter[(int) str.charAt(i)]++;
   }
   // Print Frequency of characters
   for (i = 0; i < 256; i++) {
      if (counter[i] != 0) {
           System.out.println( (char) i  + ": " + counter[i]);
      }
   }
}
}
```

prog 2:

print even and odd numbers series respectively from two threads:t1 and t2.

```
public class PingPong extends Thread {
```

```
static StringBuilder object = new StringBuilder("");
public static void main(String[] args) throws InterruptedException {
Thread t1 = new PingPong();
Thread t2 = new PingPong();
t1.setName("\nping");
t2.setName(" pong");
t1.start();
t2.start();
}
@override
public void run() {
working();
}
void working() {
while (true) {
synchronized (object) {
try {
System.out.print(Thread.currentThread().getName());
object.notify();
object.wait();
} catch (InterruptedException e) {
e.printStackTrace();
}
}
}
}
}
```