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Extra Program - ^{Week} 11

Anitej Prasad

18M19CS194

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Extra Program 2 \Rightarrow

```
import java.util.Random;
class Random RandomThread extends Thread {
    public void run() {
        Random random = new Random();
        for (int i = 0; i < 10; i++) {
            int randomInteger = random.nextInt(100);
            System.out.println("Random integer : " + randomInteger);
            if ((randomInteger % 2) == 0) {
                SquareThread sThread = new SquareThread(randomInteger);
                sThread.start();
            }
            else {
                CubeThread cThread = new CubeThread(randomInteger);
                cThread.start();
            }
        }
        try {
            Thread.sleep(1000);
        }
        catch (InterruptedException ex) {
            System.out.println(ex);
        }
    }
}

class CubeThread extends Thread {
    int number;
```

```

CubeThread (int randomNumber) {
    number = randomNumber;
}

public void run() {
    System.out.println("Cube of " + number + " = " + number
        * number * number);
}
}

class Random_extra {
    public static void main (String args[]) {
        RandomNumberThread rnThread = new RandomNumberThread();
        rnThread.start();
    }
}

```