

WEEK 11- Extra program 2

```
import java.util.Random;

class RandomNumberThread 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 SquareThread extends Thread {  
    int number;  
  
    SquareThread(int randomNumber) {  
        number = randomNumber;  
    }  
  
    public void run() {  
        System.out.println("Square of " + number + " = " + (number *  
number));  
    }  
}
```

```
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[]) {

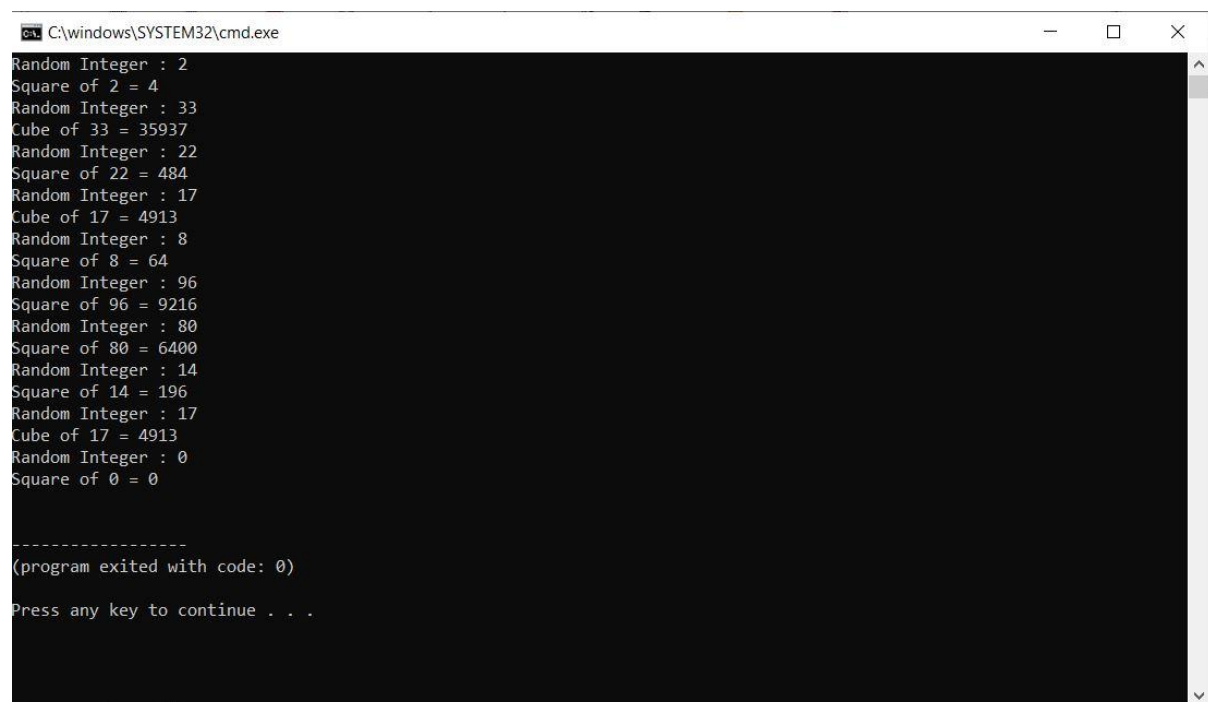
        RandomNumberThread rnThread = new RandomNumberThread();

        rnThread.start();

    }

}

```



```

C:\windows\SYSTEM32\cmd.exe
Random Integer : 2
Square of 2 = 4
Random Integer : 33
Cube of 33 = 35937
Random Integer : 22
Square of 22 = 484
Random Integer : 17
Cube of 17 = 4913
Random Integer : 8
Square of 8 = 64
Random Integer : 96
Square of 96 = 9216
Random Integer : 80
Square of 80 = 6400
Random Integer : 14
Square of 14 = 196
Random Integer : 17
Cube of 17 = 4913
Random Integer : 0
Square of 0 = 0

-----
(program exited with code: 0)
Press any key to continue . . .

```