1. **Session 10: Multithreading in JAVA programming.**
2. **Intended Learning Outcome:**
   1. Will learn about thread and Multithreading.
   2. How to use multithreading in Java application.
3. **Expected skills:  
   -** Can explain what is multithreading.   
   - Can differentiate between multitasking and multithreading.  
   - Can perform two task using two threads.  
   - Can draw the life cycle of thread.  
   - Knows about thread scheduler and how to put a thread into sleep.  
   - Know how to make threads communicate with eachother.
4. **Tools Required:**

a. JDK   
b. ECLIPSE / NETBEANS

1. **Session Detail:**1. Teacher will give lecture on what is thread computing, what is its importance what is the difference between thread and multitasking – 30 min  
   2. Teacher will draw the life cycle of thread and explain different parts. – 30 min  
   3. Teacher will do exercise \_\_\_\_ with students and show how threads works. – 30 min.  
   4. Teacher will do a mini project (exercise \_\_\_ ) on thread to show its real life application. – 30 min.  
   5. Project mentors session.
2. **Post Lab Exercise:**
3. **Further Readings:**
   1. www.javatpoint.com/multithreading-in-java