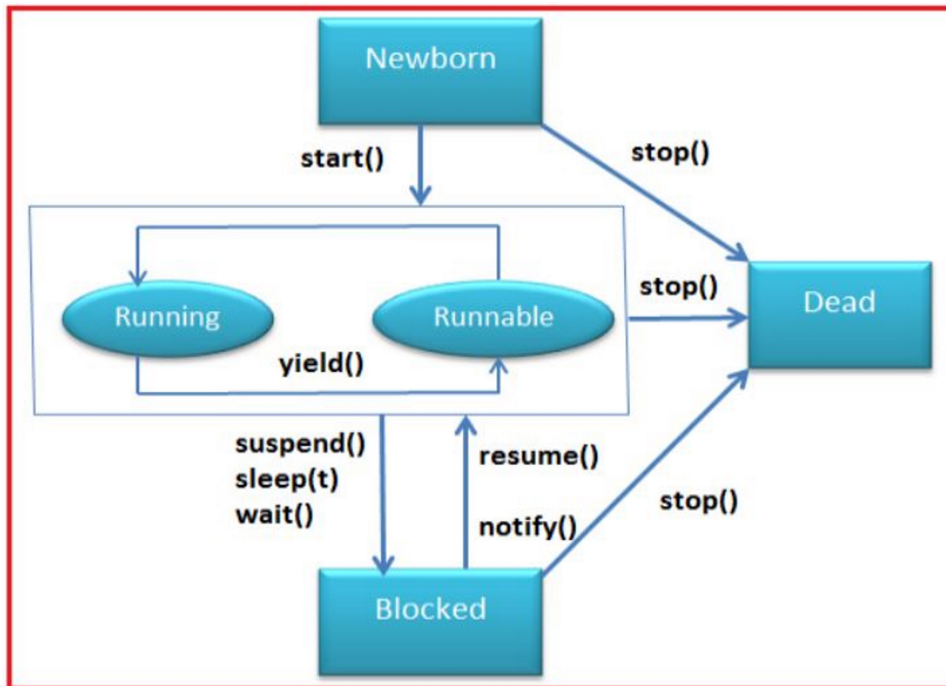


# MultiThreading

03 November 2022

08:12 PM



## ① Extending a Thread class

```
class Even extends Thread
{
    public void run()
    {
        for(int i=0;i<10;i+=2)
        {
            System.out.println(i);
        }
    }
}

class Odd extends Thread
{
    public void run()
    {
        for(int i=1;i<10;i+=2)
        {
            System.out.println(i);
        }
    }
}

public class Main
{
    public static void main(String[] args) {
        Even e=new Even();
        Odd o=new Odd();
        e.start();
        o.start();
    }
}
```

## ② implementing Runnable interface

```
}  
  
class Even implements Runnable  
{  
    public void run()  
    {  
        for(int i=0;i<10;i+=2)  
        {  
            System.out.println(i);  
        }  
    }  
}  
  
class Odd implements Runnable  
{  
    public void run()  
    {  
        for(int i=1;i<10;i+=2)  
        {  
            System.out.println(i);  
        }  
    }  
}  
  
public class Main  
{  
    public static void main(String[] args) {  
        Even e=new Even();  
        Odd o=new Odd();  
        Thread t1=new Thread(e);  
        Thread t2=new Thread(o);  
        t1.start();  
        t2.start();  
    }  
}
```

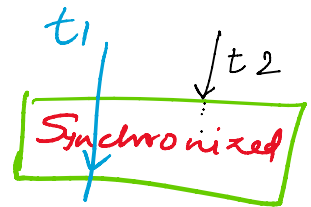
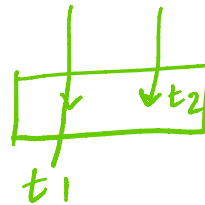
```
class Even extends Thread  
{  
    public void run()  
    {  
        for(int i=0;i<10;i+=2)  
        {  
            System.out.println(i);  
            try {  
                Thread.sleep(1500);  
            } catch(Exception e) {  
            }  
        }  
    }  
}  
  
class Odd extends Thread
```

```

{
    public void run()
    {
        for(int i=1;i<10;i+=2)
        {
            System.out.println(i);
            try {
                Thread.sleep(1500);
            } catch(Exception e) {
            }
        }
    }
}

public class Main
{
    public static void main(String[] args) {
        Even e=new Even();
        Odd o=new Odd();
        Thread t1=new Thread(e);
        Thread t2=new Thread(o);
        t1.start();
        t2.start();
    }
}

```



```

class Movie extends Thread
{
    int v=1,r;
    Movie(int x)
    {
        r=x;
    }
    public synchronized void run()
    {
        if(r<=v)
        {
            System.out.println("tickets is booked for "+Thread.currentThread().getName());
            try
            {
                Thread.sleep(100);
            }
            catch(Exception e){}
            v=v-r;
        }
        else
        {
            System.out.println("Housefull "+Thread.currentThread().getName());
        }
    }
}

class Main
{
    public static void main(String z[])
    {

```

```
Movie m=new Movie(1);
Thread t1=new Thread(m);
Thread t2=new Thread(m);
t1.setName("Ajay");
t2.setName("Vijay");
t1.start();
t2.start();
}
}
```