```
import java.util.Random;
class Threadp implements Runnable
{ int e=1,p,num;
String name;
Thread t;
Threadp(String threadName,int n,int pow)
{ name=threadName; p=pow; num=n;
t=new Thread(this,name);
System.out.println("New thread: " + t);
t.start();
}
public void run()
{ try{
Thread.sleep(500);
for( int i=0;i<p;i++)
{ e=num*e; }
if(p==2)
System.out.println("Square: "+e);
if(p==3)
System.out.println("Cube: "+e);
}
catch (InterruptedException e)
{ System.out.println(name + "Interrupted"); }
System.out.println(name + " exiting.");
}
}
class ThreadR implements Runnable
{ int n;
String name;
Thread t;
ThreadR(String threadName)
{ name=threadName;
t=new Thread(this,name);
System.out.println("New thread: " + t);
t.start();
```

```
public void run()
{ Random rand = new Random();
int num;
try{
for(int i=0;i<10;i++)
{ Thread.sleep(1000);
num=rand.nextInt(1000);
Threadp tp;
System.out.println("Number: " + num);
if(num%2==0)
tp=new Threadp("Thread_Square",num,2);
else
tp=new Threadp("Thread_Cube",num,3);
}
}
catch (InterruptedException e)
{ System.out.println(name + "Interrupted"); }
System.out.println(name + " exiting.");
}
}
class RandomThreads
{ public static void main(String args[])
{ ThreadR t=new ThreadR("Thread_Random");
}
}
```

}

