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| **Exemplo 3 -join()** |  |
| **// Delay - o exemplo espera 10 segundos implementado com join**  public class SimpleDelay implements Runnable {  int delay;  public SimpleDelay(int delay) {  this.delay = delay;  }  @Override public void run() {  System.out.println(Thread.currentThread().getName() + " started.");  try { Thread.sleep(delay); } catch (InterruptedException ignored) {}  System.out.println(Thread.currentThread().getName() + " finished.");  }  } | public class JoinExample {  public static void main(String[] args) {  Thread t1 = new Thread(new SimpleDelay(2000));  t1.start();  Thread t2 = new Thread(new SimpleDelay(5000));  t2.start();  System.out.println("Waiting for " + t1.getName());  try {  t1.join();  } catch (InterruptedException e) { ... }  System.out.println("Waiting for " + t2.getName());  try {  t2.join();  } catch (InterruptedException e) { ... }  System.out.println("Thread main is DONE!"); }  }  } |