# Lab CC 8: Callbacks

## Objectives

In this lab, you will implement a callback

## Instructions

### Step 1: Callback interface

1. Text

   Description automatically generated with medium confidenceThe callback interface contains the signature of the callback method. There may be different methods if the callback is required to do different things, respond to normal and error conditions in different ways for example.

### Step 2: The Callback objects

1. Create two callback classes that implement the callback interface indifferent ways. For the purposes of this lab, the callback objects will just print out different messages

Graphical user interface, text

Description automatically generated

### Step 3: Create the Thread class

Text

Description automatically generatedThe Thead class run method will invoke the callback, usually when a condition is identified that triggers the callback

### Step 4: The Runner Class

1. Text

   Description automatically generatedThe runner creates two threads each with a different callback