1. generate all new threads and store them into an array, but not call their start methods

0	1	2	3	4
thread0	thread1	thread2	thread3	thread4

2. call their start methods, test if the number stored in the thread is palindromic or not, but only execute the calculating step and not print the output. This step could be emerged into 1).

threads

threads[0].start();

threads[1].start();

threads[2].start();

threads[3].start();

threads[4].start();

3. When a certain thread(i) reach the stage where it should print the output, call thread(i - 1).join, which means that it has to wait until the previous thread finish executing and printing the output. And then it is allowed to print its own output.

But note that the thead0 doesn't need to wait b/c there is no previous threads before it.

if condition satisies the requirements and should print the result at this point:
    threads[i - 1].join; // thread(i - 1).join();
    code to print the output;