

- 1) Write down the difference between *start()* and *run()* method of Thread class? 2
- 2) What will be the output of the following program? 2

```
public class JoinExample2 {
    public static void main(String[] args) {
        Thread th1 = new Thread(new MyClass2(), "th1");
        Thread th2 = new Thread(new MyClass2(), "th2");
        Thread th3 = new Thread(new MyClass2(), "th3");
        th1.start();
        th2.start();
        th3.start();
    }
}
class MyClass2 implements Runnable{
    public void run() {
        Thread t = Thread.currentThread();
        System.out.println("Thread started: "+t.getName());
        try {
            Thread.sleep(4000);
        } catch (InterruptedException ie) {
            ie.printStackTrace();
        }
        System.out.println("Thread ended: "+t.getName());
    }
}
```

- 3) What will be the output of the program? 2

```
class MyThread extends Thread
{
    MyThread() {}
    MyThread(Runnable r) {super(r); }
    public void run()
    {
        System.out.print("Inside Thread ");
    }
}
class MyRunnable implements Runnable
{
    public void run()
    {
        System.out.print(" Inside Runnable");
    }
}
class Test
{
    public static void main(String[] args)
    {
        new MyThread().start();
        new MyThread(new MyRunnable()).start();
    }
}
```

4) What will be the output of the program?

2

```
class s1 implements Runnable
{
    int x = 0, y = 0;
    int addX() {x++; return x;}
    int addY() {y++; return y;}
    public void run() {
        for(int i = 0; i < 10; i++)
            System.out.println(addX() + " " + addY());}
    public static void main(String args[])
    {
        s1 run1 = new s1();
        s1 run2 = new s1();
        Thread t1 = new Thread(run1);
        Thread t2 = new Thread(run2);
        t1.start();
        t2.start(); }
}
```

5) What will be the output of the program?

2

```
class Test
{
    public static void main(String [] args)
    { printAll(args); }

    public static void printAll(String[] lines)
    {
        for(int i = 0; i < lines.length; i++)
        { System.out.println(lines[i]);
          Thread.currentThread().sleep(1000); }
    } }
}
```