

LAB 10.2

```
#import java.util.*;
# import java.lang.*;
class First implements Runnable {
    int rand;
    Thread f;
    First() {
        f = new Thread(this, "First");
        System.out.println(" First Thread created.");
        f.start();
    }

    public void run() {
        System.out.println(" Press ctrl Ctrl + C to end ");
        while (true) {
            Random r = new Random();
            rand rand = r.nextInt(10)(10);
            if (rand % 2 == 10)
                new Square(rand);
            else
                new Cube(rand);
            try {
                Thread.sleep(1000);
            } catch (InterruptedException e) {
                System.out.println(" Exception caught ");
            }
        }
    }
}
```

```
class Square implements Runnable {
```

```
    int x;
```

```
    sq Thread s;
```

```
    Square (int x) {
```

```
        this.x = x;
```

```
        s = new Thread (this, "Square");
```

```
        s.start();
```

```
    }
```

```
    public void run () {
```

```
        System.out.println(x + " is Even & its square is " + (x*x));
```

```
    }
```

```
}
```

```
class Cube implements Runnable {
```

```
    int x;
```

```
    Thread c;
```

```
    Cube (int x) {
```

```
        this.x = x;
```

```
        c = new Thread (this, "Cube");
```

```
        c.start();
```

```
    }
```

```
    public void run () {
```

```
        System.out.println(x + " is odd & its cube is " + (x*x*x));
```

```
    }
```

```
}
```

```
class ThreeThreads {
```

```
    public static void main (String[] args) {
```

```
        new First();
```

```
    }
```

```
}
```