

OBJECT ORIENTED PROGRAMMING LAB**Experiment No.: 24****AIM:**

Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface).

PROCEDURE:

```
import java.util.*;

class fibonacci implements Runnable {
    int l;
    fibonacci(int n) {
        l = n;
    }
    public void run() {
        int c;
        int a = 0, b = 1;
        System.out.print(a + " " + b);
        for (int i = 0; i <= l; i++) {
            c = a + b;
            System.out.print(" " + c);
            a = b;
            b = c;
        }
    }
}
```

```
class even implements Runnable {
```

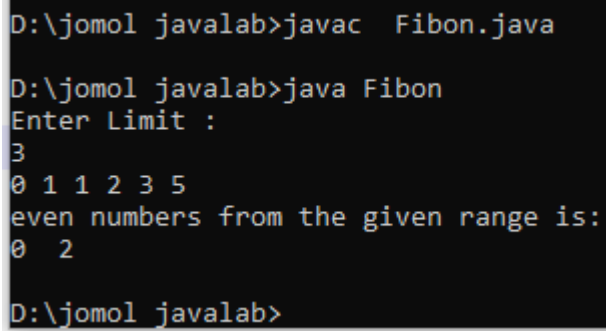
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```
int l;

even(int n) {
    l = n;
}

public void run() {
    System.out.println("");
    System.out.println("even numbers from the given range is:");
    for (int i = 0; i <= l; i++) {
        if (i % 2 == 0)
            System.out.print(i + " ");
    }
    System.out.println("");
}
}

public class Fibon {
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter Limit :");
        int l = sc.nextInt();
        fibonacci f = new fibonacci(l);
        Thread T1 = new Thread(f);
        T1.start();
        even e = new even(l);
        Thread T2 = new Thread(e);
        T2.start();
    }
}
```

Output Screenshot:

```
D:\jomol javalab>javac  Fibon.java
D:\jomol javalab>java Fibon
Enter Limit :
3
0 1 1 2 3 5
even numbers from the given range is:
0 2
D:\jomol javalab>
```

The screenshot shows a terminal window with the following text:
D:\jomol javalab>javac Fibon.java
D:\jomol javalab>java Fibon
Enter Limit :
3
0 1 1 2 3 5
even numbers from the given range is:
0 2
D:\jomol javalab>