

```
public class ScreenTimeOut implements Runnable{

    public boolean Status;

    public int time;

    public ScreenTimeOut(int time) {

        this.time = time;

        Status = true;

    }

    @Override

    public void run() {

        while(Status)

        {

            try {

                Thread.sleep(1000*60);

                time--;

                if(time == 0)

                {

                    Status = false;

                    System.out.println("Your Time Out");

                }

            } catch (InterruptedException ex) {

                System.out.println("Error in ScreenTimeOut");

            }

        }

    }

}
```