

Ejemplo de uso de Thread

```
package extra;
```

```
import static java.lang.Thread.yield;
```

```
class Animal extends Thread {
```

```
    String nombre;
```

```
    public Animal(String nombre) {
```

```
        this.nombre = nombre;
```

```
    }
```

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

```
        synchronized(nombre) {
```

```
            for (int x = 0; x < 5; x++) {
```

```
                System.out.print(this.getPriority()+" - "+nombre+" - ");
```

```
                System.out.println("hilo actual: ->" + Thread.currentThread());
```

```
                if (this.isAlive()) System.out.println(" En carrera");
```

```
                Thread.yield();
```

```
            }
```

```
            System.out.println("\nLlega "+nombre);
```

```
        }
```

```
    }
```

```
}
```

```
class AnimalThreads {
```

```
    static Animal tortuga;
```

```
    static Animal liebre;
```

```
    static Animal leopardo;
```

```
    static Animal rata;
```

```
    static Animal koala;
```

```
public static void main (String argv[]) throws InterruptedException {  
    tortuga = new Animal("Tortuga");  
    tortuga.setPriority(1);  
  
    koala = new Animal("Koala");  
    koala.setPriority(2);  
  
    liebre = new Animal("Liebre");  
    liebre.setPriority(3);  
    rata = new Animal("Rata");  
    rata.setPriority(6);  
    leopardo = new Animal("Leopardo");  
    leopardo.setPriority(10);  
    tortuga.start();  
    koala.start();  
    rata.start();  
    liebre.start();  
    leopardo.start();  
    tortuga.join();  
    koala.join();  
    rata.join();  
    liebre.join();  
    leopardo.join();  
}  
}
```