A **thread** is a lightweight, independent path of execution inside a program — letting it handle multiple tasks at the same time.

A thread is the smallest unit of a process that can run independently.

- A **process** is a running program (e.g., your browser, a game, or a text editor).
- A **thread** is like a mini-task inside that program.
- Think of a thread as a single line of work the program is doing.

Why Use Threads?

Because they allow the program to do more than one thing at a time.

Simple Example for Beginners:

Imagine you're making tea:

- Boil water one task (Thread 1)
- Clean cups another task (Thread 2)

If you do them **one by one**, it takes longer.

If you do them at the same time, it's faster — that's multithreading!

In Java, each of those tasks would run in a separate thread.

The **main thread** is created automatically by the **Java Virtual Machine (JVM)** when your program starts, and it runs the main() method.

We can not see the java main thread class, we just Extend it or use a Runnable interface to use it.

Now to Create Threads in Java

1. Extending the Thread class

```
class MyThread extends Thread {
   public void run() {
      System.out.println("Thread is running...");
   }
}

public class Main {
   public static void main(String[] args) {
      MyThread t1 = new MyThread();
      t1.start();
   }
}
```

- run() \rightarrow defines the task
- start() → actually starts a new thread and calls run()

```
2. Implementing Runnable interface
```

```
class MyRunnable implements Runnable {
   public void run() {
      System.out.println("Task is running in thread: " + Thread.currentThread().getName());
   }
}

public class RunnableExample {
   public static void main(String[] args) {
      MyRunnable task = new MyRunnable();
      Thread t = new Thread(task);
      t.start();

      System.out.println("Main thread: " + Thread.currentThread().getName());
   }
}
```

✓ Recommended way — because you can extend another class too

Important Thread Methods

start()

Starts a new thread — calls the run() method in a new call stack

• run()

Contains the code that the thread will execute

sleep(ms)

Pauses the thread for a certain time (in milliseconds)

Thread.sleep(1000); // pauses for 1 second

```
• join()
Makes one thread wait for another to finish
t1.join();
• isAlive()
Checks if a thread is still running
if (t1.isAlive()) {
  System.out.println("Still running...");
}
• interrupt()
Used to signal a thread to stop or break out of sleep/wait
t1.interrupt(); // sends an interrupt signal
In the thread, you check:
if (Thread.interrupted()) {
  System.out.println("Thread interrupted!");
}
```

Multiple Threading

```
// Thread that prints numbers from 1 to 5
class NumberThread extends Thread {
  public void run() {
    for (int i = 1; i <= 5; i++) {
       System.out.println("Number: " + i);
    }
  }
}
// Thread that prints letters from 'A' to 'E'
class LetterThread extends Thread {
  public void run() {
    for (char ch = 'A'; ch <= 'E'; ch++) {
       System.out.println("Letter: " + ch);
    }
  }
}
public class ThreadExample {
 public static void main(String[] args) {
    // Create instances of both threads
    NumberThread n = new NumberThread();
    LetterThread I = new LetterThread();
    // Start both threads
    n.start(); // Starts the NumberThread
    I.start(); // Starts the LetterThread
  }
}
```

Thread Independence: NumberThread and LetterThread are running at the same time, and their output might **interleave** randomly.

Thread Scheduling: The JVM decides when each thread gets CPU time, so the order in which the output is printed may change each time you run the program.

Output can be -	Or it can be -
Number: 1	Letter: A
Letter: A	Letter: B
Number: 2	Letter: C
Letter: B	Letter: D
Number: 3	Letter: E
Letter: C	Number: 1
Number: 4	Number: 2
Letter: D	Number: 3
Number: 5	Number: 4
Letter: E	Number: 5

Lecture

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