ASSIGNMENT

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Multithread Programming

Multithreading is a conceptual programming paradigm where a program is divided in to two or more subprograms, which can be implemented at the same time in parallel. Fore example, one's subprogram can display an animation on the screen while another may build the next animation to be displayed. This is something similar to dividing a task in to subtasks and assigning them in to different for execution independently and simultaneously.

Creating Threads

A new thread can be created in two ways

1. By creating a thread class: Define a class that extends Thread class and override its run () method with the code required by the thread.
2. By converting a class to a thread: define a class that implements Runnable interface. The Runnable interface has only one method, run (), that is to be defined in the method with the code to be executed by the thread.