

**LAB # 4****Start, Sleep and Stop methods of multithreading**

1. By using start, stop and sleep methods of threading, print alphabets of English from A-Z. (Hint: use math.random method for getting random numbers and then convert them into characters, print 26 characters under run method loop with fluctuating visualization through sleep method).

**CODE:**

```
package lab_04;
public class Alphaphet extends Thread{
    public void run(){
        try{
            for(int i=1; i<26; i++){
                char random_char=(char) ('A'+(int) (Math.random()*26));
                System.out.println(random_char+" ");
                Thread.sleep(500);
            }
        } catch (InterruptedException e) {
            System.out.println("Thread Interrupted");
        }
    }
}

package lab_04;
public class AlphaphetMain{
    public static void main (String [] args){
        Alphaphet t1= new Alphaphet();
        Alphaphet t2= new Alphaphet();
        System.out.println("Thread Starting.....");
        t1.start();
        t2.start();
        try{
            Thread.sleep(3000);
            t1.stop();
            t2.stop();
        } catch (InterruptedException e){
            System.out.println("Exception"+e);
        }
        System.out.println("\nThread stopped!");
    }
}
```

**OUTPUT:**

```
Thread Starting.....
A
H
I
U
W
U
G
Q
Q
A
U
A

Thread stopped!
```