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thread2.java
                threadrandom.java
                                      threadevenodd.java ×
● threadevenodd.java > ☆ NewThread > ☆ run()
       /*Write a program to create a thread and find the sum of odd numbers from 1 to 100 in
       this thread. Find the sum of even numbers for the same range in the main thread.*/
       class NewThread implements Runnable
          Thread t;
          NewThread()
               t=new Thread(this,"New Thread");
              System.out.println("CT:"+t);
              t.start();
          public void run()
               int sum=0,i;
                   for(i=1;i<=100;i++)
                       if(i%2==1)
                           sum=sum+i;
                   System.out.println("Sum of odd numbers "+sum);
                   Thread.sleep(1000);
               catch(InterruptedException ie)
                   System.out.println("Child Thread Interrupted");
      class ThreadMain
          public static void main(String args[])
               int sum=0,i;
              NewThread n1=new NewThread();
```

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threadevenodd.java X

● threadevenodd.java > ★ NewThread > ★ run()

                          sum=sum+i;
                  System.out.println("Sum of odd numbers "+sum);
                  Thread.sleep(1000);
              catch(InterruptedException ie)
                  System.out.println("Child Thread Interrupted");
      class ThreadMain
          public static void main(String args[])
              int sum=0,i;
              NewThread n1=new NewThread();
                  for(i=1;i<=100;i++)
                      if(i%2==0)
                          sum=sum+i;
                  Thread.sleep(2000);
                  System.out.println("Sum of even numbers "+sum);
              catch(InterruptedException ie)
                  System.out.println("Child Thread Interrupted");
```

thread2.java

threadrandom.java

C:\Users\akki\Desktop\java files>javac threadevenodd.java

C:\Users\akki\Desktop\java files>java ThreadMain CT:Thread[New Thread,5,main]

Sum of odd numbers 2500 Sum of even numbers 2550

C:\Users\akki\Desktop\java files>

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thread2.java
                 threadrandom.java
                                       threadevenodd.java
threadrandom.java >  RandomThread
      /*Develop a multithreaded Java program to create three threads. First thread generates
      random integer for every second and if the value is even, second thread computes the
      square of number and prints. If the value is odd, the third thread will print the value of
      import java.util.Random;
      class Square implements Runnable
           Thread t2;
           int num;
           Square(int number)
              num = number;
              t2=new Thread(this, "child thread");
              t2.start();
           public void run()
              System.out.println("Square of "+num+" = "+(num*num));
      class Cube implements Runnable
           Thread t3;
           int num;
           Cube(int number)
              num = number;
              t3=new Thread(this, "child thread");
              t3.start();
           public void run()
              System.out.println("Cube of "+ num+" = "+(num*num*num));
      class RandomThread implements Runnable
```

```
● threadrandom.java > ⇔ RandomThread
      class RandomThread implements Runnable
          Thread t1;
          RandomThread()
              t1=new Thread(this, "child thread");
              t1.start();
          public void run()
              Random randnum = new Random();
              for (int i = 0; i < 10; i++)
                  int n = randnum.nextInt(100);
                  System.out.println("Random Integer : " + n);
                  if((n\%2) == 0)
                      Square s= new Square(n);
                      Cube c= new Cube(n);
                      Thread.sleep(1000);
                  catch (InterruptedException e)
                      System.out.println("Interrupted");
      class MultipleThread
```

```
thread2.java
                threadrandom.java
                                     threadevenodd.java
threadrandom.java > 😫 RandomThread
                 if((n\%2) == 0)
                     Square s= new Square(n);
                     Cube c= new Cube(n);
                     Thread.sleep(1000);
                 catch (InterruptedException e)
                     System.out.println("Interrupted");
      class MultipleThread
          public static void main(String args[])
             RandomThread r= new RandomThread();
```

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● threadrandom.java >  RandomThread
                  if((n\%2) == 0)
                      Sauana s- now Sauana(n).
        DEBUG CONSOLE
                      TERMINAL
C:\Users\akki\Desktop\java files>javac threadrandom.java
C:\Users\akki\Desktop\java files>java MultipleThread
Random Integer: 51
Cube of 51 = 132651
Random Integer: 8
Square of 8 = 64
Random Integer: 9
Cube of 9 = 729
Random Integer: 76
Square of 76 = 5776
Random Integer: 38
Square of 38 = 1444
Random Integer: 84
Square of 84 = 7056
Random Integer: 60
Square of 60 = 3600
Random Integer: 7
Cube of 7 = 343
Random Integer: 73
Cube of 73 = 389017
Random Integer: 77
Cube of 77 = 456533
```

C:\Users\akki\Desktop\java files>