- Implement a Java program that creates two threads. One thread should print even numbers, and the other should print odd numbers from 1 to 10.

package thread;

public class Threadings {

class A extends Thread {

public void run() {

for (int i = 0; i < 10; i++) {

if (i % 2 == 0) {

System.out.println("Even : " + i);

}

}

}

}

class B extends Thread {

public void run() {

for (int i = 0; i < 10; i++) {

if (i % 2 != 0) {

System.out.println("Odd: " + i);

}

}

}

}

public static void main(String[] args) {

Threadings threadings = new Threadings(); // create an instance of the outer class

A a = threadings.new A(); // create an instance of class A

B b = threadings.new B(); // create an instance of class B

try {

a.sleep(100);

} catch (InterruptedException e) {

// TODO Auto-generated catch block

e.printStackTrace();

}

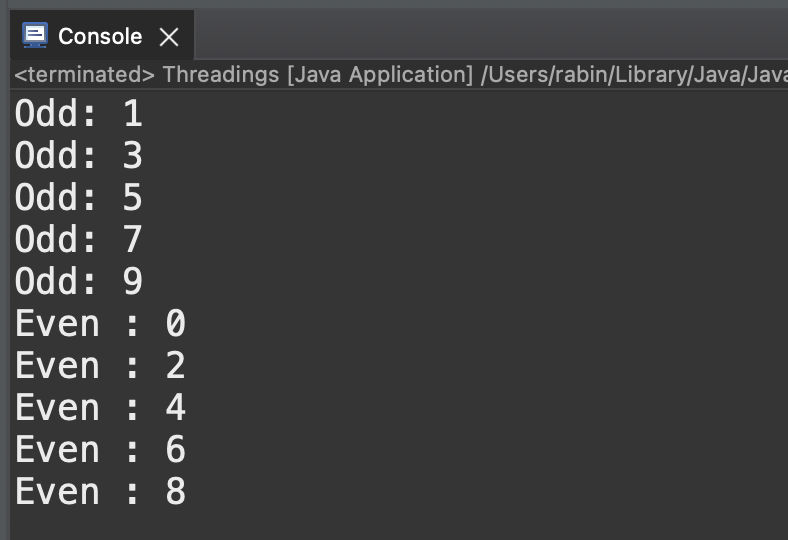
a.start(); // start the thread for class A

b.start(); // start the thread for class B

}

}

**OUTPUT:**

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- Create a Java program with two threads sharing a common resource (e.g., a counter). Implement synchronization to ensure that the threads alternate incrementing the counter.

- Develop a Java program that creates three threads with different priorities.

- Create a Java program that reads data from a text file and displays it on the console. Ensure proper exception handling.

- Write a Java program to copy the contents of one text file to another new file.

- Design a simple login form using Java Swing components. Include JTextField for username, JPasswordField for password, and a JButton to submit the login. Display a message in a JLabel based on whether the login is successful or not.