Object MT1 (MyThread)

name = "A"
this.getName() = "A"

run() {

  Thread.currentThread().getName()

}

Object MT2 (MyThread)

name = "B"
this.getName() = "B"

run() {

  Thread.currentThread().getName()

}

tbody (class Thread)
Thread's run() { }

MySoul (Runnable)
MySoul's run() {...}

mbody (class MyBody)
Thread's run()   { }
MyBody's run() { ...}

MySoul (Runnable)
MySoul's run() {...}

MyBody
overrides run()

hbody (class HerBody)
Thread's run() { }

MySoul (Runnable)
MySoul's run() {...}

HerBody doesn't
override run()