Q.1

```
class MyThread extends Thread {
    public void run() {
        for (int i = 1; i <= 5; i++) {
            System.out.println("Thread running: " + i);
        }
    }

    public static void main(String[] args) {
        MyThread t = new MyThread();
        t.start();     }
}
```

Output:

```
Thread running: 1
Thread running: 2
Thread running: 3
Thread running: 4
Thread running: 5
```

```
class MyRunnable implements Runnable {
    public void run() {
        for (int i = 1; i <= 5; i++) {
            System.out.println("Runnable running: " + i);
        }
    }
```

```
    public static void main(String[] args) {
        MyRunnable myRunnable = new MyRunnable();
        Thread t = new Thread(myRunnable);
        t.start();
    }
}
```

Output:

```
Runnable running: 1
Runnable running: 2
Runnable running: 3
Runnable running: 4
Runnable running: 5
```

Q.2

```
class MultiplicationTableThread extends Thread {
    public void run() {
        for (int i = 1; i <= 10; i++) {
            System.out.println("2 * " + i + " = " + (2 * i));
        }
    }
}


class EvenNumbersThread implements Runnable {
    public void run() {
        for (int i = 1; i <= 100; i++) {
            if (i % 2 == 0) {
```

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

public class Main {
  public static void main(String[] args) {
            MultiplicationTableThread tableThread = new MultiplicationTableThread();

    Thread evenNumbersThread = new Thread(new EvenNumbersThread());
            tableThread.start();
    evenNumbersThread.start();
  }
}
```

Output:

```
2 * 1 = 2
2 * 2 = 4
Even number: 2
Even number: 4
2 * 3 = 6
2 * 4 = 8
...
2 * 10 = 20
Even number: 96
```

Even number: 98

Even number: 100

Q.3

```
class CustomThread extends Thread {
   public void run() {
      System.out.println("Running: " + this.getName());
   }
}

public class ThreadDemo {
   public static void main(String[] args) {
      CustomThread t1 = new CustomThread();
      CustomThread t2 = new CustomThread();
      CustomThread t3 = new CustomThread();

            System.out.println("Thread Name 1: " + t1.getName() + ", Priority: " + t1.getPriority());
      System.out.println("Thread Name 2: " + t2.getName() + ", Priority: " + t2.getPriority());
      System.out.println("Thread Name 3: " + t3.getName() + ", Priority: " + t3.getPriority());

            t1.setName("Thread A");
      t2.setName("Thread B");
      t3.setName("Thread C");

      t1.setPriority(Thread.MIN_PRIORITY); 5
      t2.setPriority(Thread.NORM_PRIORITY);
```

```
        t3.setPriority(Thread.MAX_PRIORITY);


            System.out.println("New Thread Name 1: " + t1.getName() + ", New Priority: " +
t1.getPriority());
        System.out.println("New Thread Name 2: " + t2.getName() + ", New Priority: " + t2.getPriority());
        System.out.println("New Thread Name 3: " + t3.getName() + ", New Priority: " + t3.getPriority());
            t1.start();
        t2.start();
        t3.start();
    }
}
```

Output:

```
Thread Name 1: Thread-0, Priority: 5
Thread Name 2: Thread-1, Priority: 5
Thread Name 3: Thread-2, Priority: 5
New Thread Name 1: Thread A, New Priority: 1
New Thread Name 2: Thread B, New Priority: 5
New Thread Name 3: Thread C, New Priority: 10
Running: Thread A
Running: Thread B
Running: Thread C
```