to create three threads

first thread is to generate random numbers after every 1 second of time.

second thread to calculate square of random number if random number is even

third thread to calculate cube of random number if random number is odd

util package : Random class

nextInt(value): ex: nextInt(10)

nextFloat()

nextDouble()

nextByte():

import java.util.\*;

class demo

{

public static void main(String args[])

{

Random obj=new Random();

for(int i=0;i<5;i++)

{

System.out.println(obj.nextInt(10));

}

}

}