

HW 7 : CS681

Explanation:

Actually we can create a thread by two ways. And in given previous 4 line code through runnable interface thread is created. Then after that 2 threads are running simultaneously calling its run() method.

```
GreetingRunnable runnable1 = new GreetingRunnable("Hello World");  
GreetingRunnable runnable2 = new GreetingRunnable("Goodbye World");
```

```
    Thread thread1 = new Thread(runnable1);  
    Thread thread2 = new Thread(runnable2);  
    thread1.start();  
    thread2.start();
```

In this code two thread is created and then calling its run() method simultaneously.

But if we replace upper code with this line

```
GreetingRunnable runnable1 = new GreetingRunnable("Hello World");  
GreetingRunnable runnable2 = new GreetingRunnable("Goodbye World");  
  
runnable1.run();  
runnable2.run();
```

But in the upper code runnable1, runnable2 instance normally call its class method so that one is called sequentially.

So this is the difference between different 4 and 2 line code calling.

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