```
import java.util.Random;

class RandomNumberThread extends Thread
{
    public void run()
    {
        Random random = new Random();
        for (int i=0 ; i<10 ; i++)
        {
            int randomInteger = random.nextInt(100);
            System.out.println("Random integer generated:"
                                + randomInteger);
            if ((randomInteger % 2) == 0)
            {
                SquareThread sThread = new SquareThread
                                (randomInteger);
                s.Thread.start();
            }
            else
            {
                CubeThread cThread = new CubeThread
                (randomInteger);
                c.Thread.start();
            }
            try
            {
                Thread.sleep(1000);
            }
            catch (InterruptedException eX)
            {
                System.out.println(eX);
            }
```

```
    }
  }
}
class squareThread extends Thread
{
    int number;

    squareThread (int randomNumber)
    {
        number = randomNumber;
    }
    public void run()
    {
        System.out.println("square of" + number
                + " =" + (number * number));
    }
}
Class cubeThread extends Thread{}
{
    int number;

    cubeThread (int randomNumber)
    {
        number = radon variable;
    }
    public void run()
    {
        System.out.println("cube of" number +
            " = " number * number * number);
    }
}
public class MultiThreadExample2
{
```

```
public static void main (String args())
{
    RandomNumberThread rnThread = new RandomNumber
    Thread();
    rnThread.start();
}
}
```