import java.io.\*;

import java.util.\*;

class Sender {

public void send(String msg)

{

System.out.println("Sending\t" + msg);

try {

Thread.sleep(1000);

}

catch (Exception e) {

System.out.println("Thread interrupted.");

}

System.out.println("\n" + msg + "Sent");

}

}

class ThreadedSend extends Thread {

private String msg;

Sender sender;

// Receives a message object and a string

// message to be sent

ThreadedSend(String m, Sender obj)

{

msg = m;

sender = obj;

}

public void run()

{

synchronized (sender)

{

sender.send(msg);

}

}

}

class SyncDemo {

public static void main(String args[])

{

Sender send = new Sender();

ThreadedSend S1 = new ThreadedSend(" Hi ", send);

ThreadedSend S2 = new ThreadedSend(" Bye ", send);

S1.start();

S2.start();

try {

S1.join();

S2.join();

}

catch (Exception e) {

System.out.println("Interrupted");

}

}

}