

<b>Ex.No: 8</b>	<b>Java Application for Multithreading</b>
<b>Date:</b>	

**Aim:**

To create a Java console application the uses the multithreading concepts in java. The Application has 3 threads one creates random number, one thread computes square of that number and another one computes the cube of that number.

**Algorithm:**

- Step 1 Start the Process
- Step 2 Create a thread that generates random number
- Step 3 Obtain one random number and check is odd or even
  - Step 3.1 If number is even then create and start thread that computes square of a number
  - Step 3.2 Compute number \* number and display the answer
  - Step 3.3 Notify to Random number thread and goto step 4
  - Step 3.4 If number is odd then create and start thread that computes cube of a number
  - Step 3.4 Compute number \* number \* number and display the answer
  - Step 3.5 Notify to Random number thread and goto step 4
- Step 4 Wait for 1 Second and Continue to Step 3 until user wants to exits.
- Step 5 Stop the Process

## Coding:

### *RandomNumberThread.java*

```
package com.raja.oopslab.threading;

import java.util.Random;

public class RandomNumberThread extends Thread{
    Random num = new Random();
    int value;
    @Override
    public void run(){
        while(true){
            try {
                this.sleep(1000);
            } catch (InterruptedException e) {

            }
            value = num.nextInt(1000);
            System.out.println("RandomNumberThread generated a number "+value);
            if(value % 2 == 0)
                new SquareGenThread(value).start();
            else
                new CubeGenThread(value).start();
        }
    }
}
```

### *SquareGenThread.java*

```
package com.raja.oopslab.threading;

public class SquareGenThread extends Thread{
    int number;
    int squire;
    public SquareGenThread(int number) {
        this.number = number;
    }
    @Override
    public void run(){
        try {
            this.sleep(3000);
        } catch (InterruptedException e) {

        }
        this.squire = this.number * this.number;
        System.out.println("SquareGenThread--> Square of "+number+" is "+squire);
    }
}
```

### ***CubeGenThread.java***

```
package com.raja.oopslab.threading;

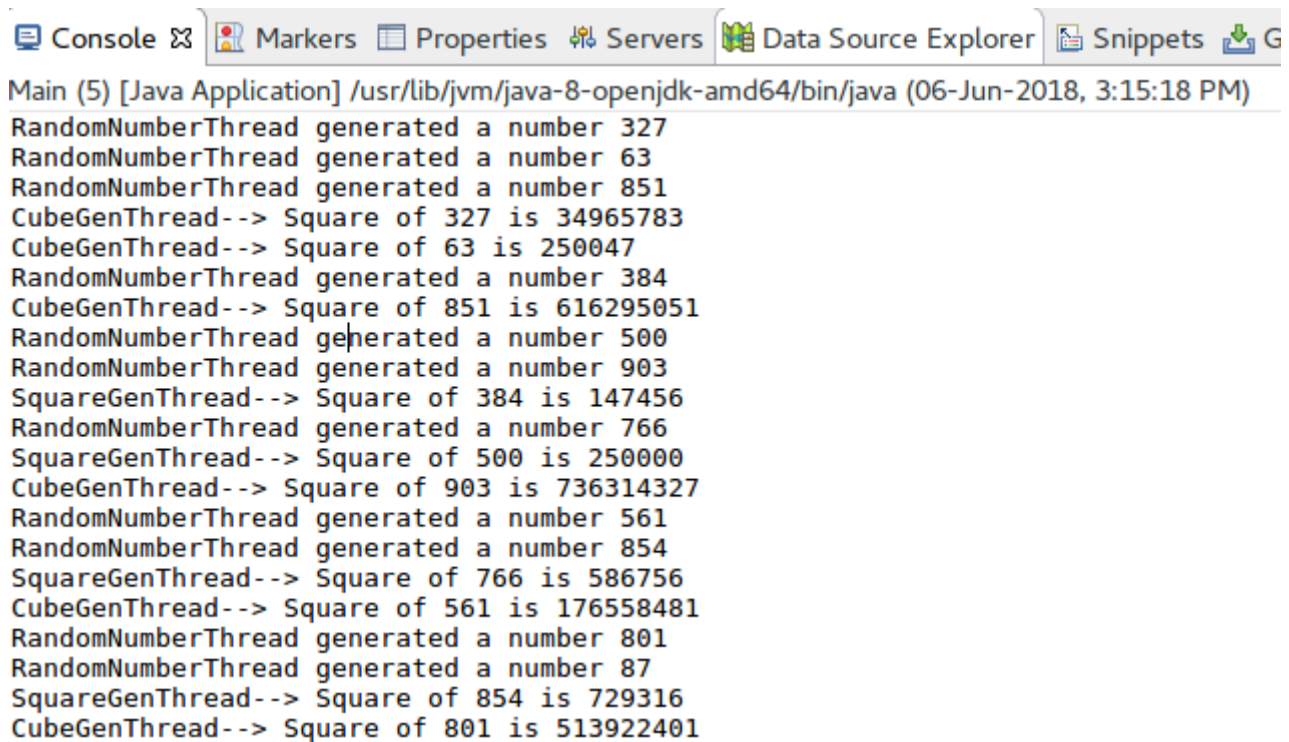
public class CubeGenThread extends Thread{
    int number;
    int squire;
    public CubeGenThread(int number) {
        this.number = number;
    }
    @Override
    public void run(){
        try {
            this.sleep(2000);
        } catch (InterruptedException e) {

        }
        this.squire = this.number * this.number * this.number;
        System.out.println("CubeGenThread--> Square of "+number+" is "+squire);
    }
}
```

### ***Main.java***

```
import java.util.Random;
import com.raja.oopslab.threading.RandomNumberThread;
public class Main {
    public static void main(String[] args) {
        new RandomNumberThread().start();
    }
}
```

## Output:



```
Main (5) [Java Application] /usr/lib/jvm/java-8-openjdk-amd64/bin/java (06-Jun-2018, 3:15:18 PM)
RandomNumberThread generated a number 327
RandomNumberThread generated a number 63
RandomNumberThread generated a number 851
CubeGenThread--> Square of 327 is 34965783
CubeGenThread--> Square of 63 is 250047
RandomNumberThread generated a number 384
CubeGenThread--> Square of 851 is 616295051
RandomNumberThread generated a number 500
RandomNumberThread generated a number 903
SquareGenThread--> Square of 384 is 147456
RandomNumberThread generated a number 766
SquareGenThread--> Square of 500 is 250000
CubeGenThread--> Square of 903 is 736314327
RandomNumberThread generated a number 561
RandomNumberThread generated a number 854
SquareGenThread--> Square of 766 is 586756
CubeGenThread--> Square of 561 is 176558481
RandomNumberThread generated a number 801
RandomNumberThread generated a number 87
SquareGenThread--> Square of 854 is 729316
CubeGenThread--> Square of 801 is 513922401
```

## Result:

The java console application for multithreading was developed and tested successfully.