ButlerApplication => Child Thread 1

HotelApplication => Main Thread (Parend Thread)

GuestApplication => Child Thread 2

AdminApplication => Child Thread 3

The main method is called the main thread at runtime.

Thread class => java.lang.*;

Thread (Java SE 20 & JDK 20 [build 1])

https://download.java.net/java/early_access/valhalla/docs/api/java.base/java/lang/Thread.html

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SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD SEARCH

Module java.base
Package java.lang

Class Thread

java.lang.Object
    java.lang.Thread

All Implemented Interfaces:

Runnable

Direct Known Subclasses:

ForkJoinWorkerThread

```
public class Thread
extends Object
implements Runnable
```

A *thread* is a thread of execution in a program. The Java virtual machine allows an application to have multiple threads of execution running concurrently.

Thread defines constructors and a Thread.Builder[PREVIEW] to create threads. Starting a thread schedules it to execute its run method. The newly started thread executes cor
caused it to start.

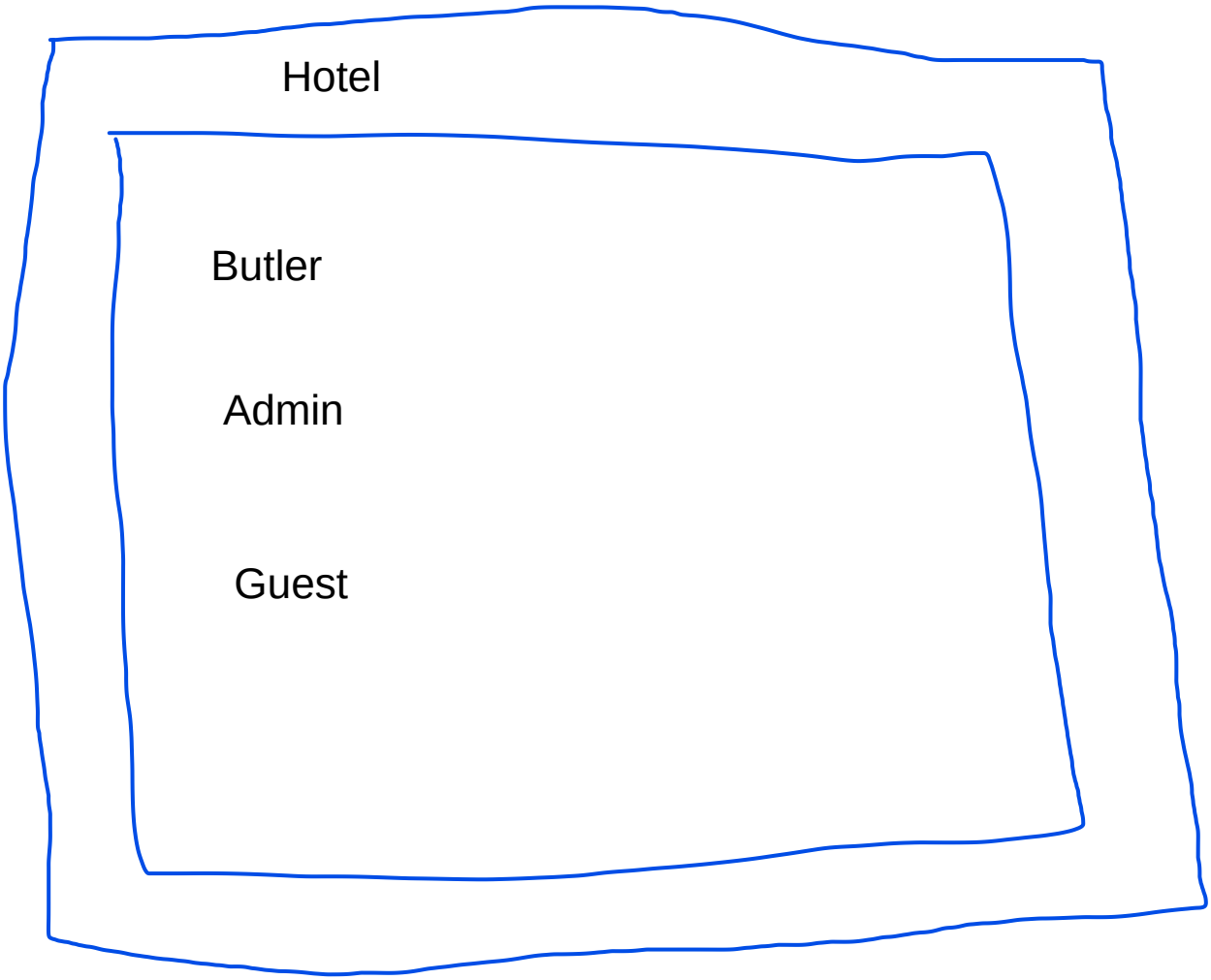
A thread *terminates* if either its run method completes normally, or if its run method completes abruptly and the appropriate uncaught exception handler completes norma
to run, the thread has completed execution. The join method can be used to wait for a thread to terminate.

Threads have a unique identifier and a name. The identifier is generated when a Thread is created and cannot be changed. The thread name can be specified when creatin
later time.

Threads support ThreadLocal variables. These are variables that are local to a thread, meaning a thread can have a copy of a variable that is set to a value that is indepen
threads. Thread also supports InheritableThreadLocal variables that are thread local variables that are inherited at Thread creation time from the parent Thread. Thread
thread local for the thread context-class-loader.

Platform threads

package com.hotel;



Runnable => run()