

```
// Program to check whether two strings are anagrams
```

```
import java.util.Arrays;  
import java.util.Scanner;
```

```
public class AnagramCheck {
```

```
    public static void main(String[] args) {
```

```
        Scanner sc = new Scanner(System.in);
```

```
        System.out.print("Enter first string: ");  
        String str1 = sc.nextLine();
```

```
        System.out.print("Enter second string: ");  
        String str2 = sc.nextLine();
```

```
        // Convert strings to lowercase
```

```
        str1 = str1.toLowerCase();
```

```
        // Program to illustrate Daemon Threads in Java
```

```
        class DaemonThread extends Thread {
```

```
            public void run() {
```

```
                // This method will be executed by the daemon thread
```

```
                while (true) {
```

```
                    System.out.println("Daemon thread is running in background...");
```

```
                    try {
```

```
                        Thread.sleep(1000); // Pause for 1 second
```

```
                    } catch (InterruptedException e) {
```

```
                        System.out.println(e);
```

```
                    }
```

```
                }
```

```
            }
```

```
        }
```

```
        class UserThread extends Thread {
```

```
            public void run() {
```

```
                // This is a normal user thread
```

```
                for (int i = 1; i <= 5; i++) {
```

```
                    System.out.println("User thread executing: " + i);
```

```
try {  
    Thread.sleep(1000);  
} catch (InterruptedException e) {  
    System.out.println(e);  
}  
}  
System.out.println("User thread completed.");  
}  
}
```

```
public class DaemonThreadDemo {
```

```
    public static void main(String[] args) {
```

```
        DaemonThread dt = new DaemonThread();
```

```
        UserThread ut = new UserThread();
```

```
        // Setting daemon thread
```

```
        dt.setDaemon(true);
```

```
        dt.start(); // Start daemon thread
```

```
        ut.start(); // Start user thread
```

```
    }  
}
```