Experiment No: 24

Aim

Define 2 classes; one for generating Fibonacci numbers and other for displaying even numbers in a given range. Implement using threads. (Runnable Interface).

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Procedure

```java
iimport java.util.*;

class fibonacci implements Runnable {
    int l;
    fibonacci(int n) {
        l = n;
    }
    public void run() {

        int c;
        int a = 0, b = 1;
                System.out.print("Fibonacci:");
        System.out.print(a + " " + b);
        for (int i = 0; i <= l; i++) {
            c = a + b;
            System.out.print(" " + c);
            a = b;
            b = c;
        }
    }
}
class even implements Runnable {
    int l;
    even(int n) {
        l = n;
    }
    public void run() {
                System.out.print("Even Number:");
        for (int i = 0; i <= l; i++) {
```
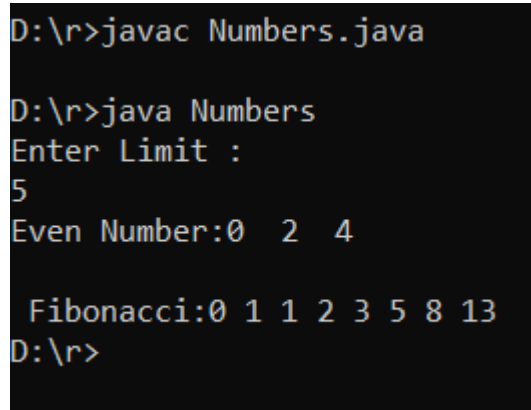
```java
        if (i % 2 == 0)
            System.out.print(i + "  ");
        }
        System.out.println("");
    }
}
class Numbers{
    public static void main(String args[]) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter Limit :");
        int l = sc.nextInt();

        even e = new even(l);
        Thread T2 = new Thread(e);
        T2.start();

                fibonacci f = new fibonacci(l);
        Thread T1 = new Thread(f);
        T1.start();
    }
}
```

Output Screenshot

```
D:\r>javac Numbers.java

D:\r>java Numbers
Enter Limit :
5
Even Number:0  2  4

 Fibonacci:0 1 1 2 3 5 8 13
D:\r>
```