- 1) Write a program to create multiple threads by implementing Runnable interface.
- 2) Use join(), isAlive(), getPriority(), SetPriority() methods.

Code:

```
class mythread1 implements Runnable {
  Thread t;
  String threadName;
  int mul;
  mythread1(String name, int c) {
    threadName=name;
    mul=c;
    t = new Thread(this,threadName);
    System.out.println("child " + t);
  }
  public void run() {
    try {
      Thread t1 = Thread.currentThread();
      t1.setPriority(3);
      System.out.println("Thread " + Thread.currentThread().getName() + " of Id "
           + Thread.currentThread().threadId() + " of priority " + t1.getPriority() +
           " is running");
      for (int i = 1; i \le 10; i++) {
         System.out.println(Thread.currentThread().getName() + mul + " X " + i + " = " +
(mul*i));
        Thread.sleep(100);
    } catch (Exception e) {
      System.out.println("Exception is caught" + e);
    }
  }
public class thread2 {
  public static void main(String[] args) throws Exception {
    mythread1 object = new mythread1("multiple of 3", 3);
    object.t.start();
    mythread1 object2 = new mythread1("multiple of 5 ", 5);
    object2.t.start();
    System.out.println(object.t.isAlive());
    System.out.println(object2.t.isAlive());
    object.t.join();
    System.out.println("thread multiple of 3 is alive " + object.t.isAlive());
    object2.t.join();
    System.out.println("thread multiple of 5 is alive " + object2.t.isAlive());
    System.out.println("end of main");
  }
```

```
}
```

```
Output -
child Thread[#20, multiple of 3 ,5, main]
child Thread[#21, multiple of 5 ,5, main]
true
 true
Thread multiple of 5 of Id 21 of priority 3 is running
Thread multiple of 3 of Id 20 of priority 3 is running
multiple of 3 3 X 1 = 3
multiple of 5 5 X 1 = 5
multiple of 3 3 X 2 = 6
multiple of 5 5 X 2 = 10
multiple of 3 3 X 3 = 9
multiple of 5 5 X 3 = 15
multiple of 5 5 X 4 = 20
multiple of 3 3 X 4 = 12
multiple of 5 5 X 5 = 25
multiple of 3 3 \times 5 = 15
multiple of 5 5 \times 6 = 30
multiple of 3 3 \times 6 = 18
multiple of 3 3 X 7 = 21
multiple of 5 5 X 7 = 35
multiple of 5 5 X 8 = 40
multiple of 3 3 X 8 = 24
multiple of 5 5 X 9 = 45
multiple of 3 3 \times 9 = 27
multiple of 3 3 \times 10 = 30
multiple of 5 5 \times 10 = 50
thread multiple of 3 is alive false
thread multiple of 5 is alive false
 end of main
```