

**OBJECT ORIENTED PROGRAMMING LAB****Experiment No : 27****Aim**

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

**Procedure**

```
import 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(a + " " + b);

        for (int i = 0; i <= l; i++) {

            c = a + b;

            System.out.print(" " + c);

            a = b;

            b = c;

        }

    }

}
```

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```
}  
  
class even implements Runnable {  
  
    int l;  
  
    even(int n) {  
  
        l = n;  
  
    }  
  
    public void run() {  
  
        for (int i = 0; i <= l; i++) {  
  
            if (i % 2 == 0)  
  
                System.out.print(i + " ");  
  
        }  
  
        System.out.println("");  
  
    }  
  
}  
  
class My{  
  
    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

```
Microsoft Windows [Version 10.0.19043.1706]
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D:\java>javac My.java

D:\java>java My
Enter Limit :
5
0 2 4
0 1 1 2 3 5 8 13
D:\java>
```