```
public class Test
                                                                                        //JVM ---> main thread
                                                                                        public static void main(String[] args)throws Exception{
            class MyThread extends Thread
                                                                                            //instantiation of a thread
                                                                                                                                               API Logic(Thread class)
                                                                                            MyThread t = new MyThread();
                      @Override
                                                                                                                                       public void start()
                      public void run()
                                                                                            //starting a thread
                                                                                                                       Thread
Defining
                                                                                                                                         1. Register Thread with Thread
                          for (int i=0;i<10 ;i++ )
                                                                                                                                        Scheduler.[Creation of Thread]

2. All mandatory low level activities will be performed.

3. call run() method
               of a
 Thread
                                                                                  2-Threads ThreadScheduler
                              System.out.println("child thread");
              Thread
                                                                                          //job of main thread
                                                                                          for (int i=0;i<5; i++)
                                                                                                                                                             Memory management
                                                                                             System.out.println("main thread");
Thread.sleep(1000);
                                                                                                                                             "Heart of MultiThreading"
                                       java.lang package

All classes and interface present in
lang package can be used directly without
"import" to the java file.
By default it is available to [Compiler and JVM]
              Runnable(I)

void run();

                                                               javac and java command

☆ implements

                                    @Override
                Thread(C)
                               public void run(){
                                  //empty implementation
 Life Cycle of a Thread
 MyThread t = new MyThread();
                         t.start();
                                                       allocates
          new/born
                                          Runnable
                                                       CPU Time
                                                                         run()
    implements /
                             implements
          Thread
                                                  Best Approach to define a Thread

1. working with Runnable  best approach

2. working with Thread
 extends /
                        MyRunnable
  MyThread
                        2nd Approach good for development
1st Approach
                      class MyRunnable extends XYZ implements Runnable
                          @Override
                          public void run(){}
                                   toString() :: prints reference
Object(C)
                   Runnable (I)
                                                            Thread t= new Thread(Runnable); 🖵
                              extends
           Thread (C)
                                                                                      implements
                    toString():: prints object data
                                                                                    Thread(C)

    Implementation class object of Runnable
    Thread class object

                    setName(String name) ::void
getName() ::String
                                                                                      extends
   MyThread
                                                                                                                      3. Child class of ThreadClass
                                                                                  MyThread(C)
1st Approach
                                                              MyThread t= new MyThread();
                                                              Thread t1 = new Thread(t);
                                                                  t1.start();
```