[Thread Creation](http://59.162.104.101:25000/PBLApp/tmodule.action?module=Multithreading%20I%20/%20II&stream=Java&tm=TM7" \l "T2)

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| **No.** | **Hands-on Assignment** | **Topics Covered** | **Status** |
| 1 | Create two threads and assign names ‘Scooby’ and ‘Shaggy’ to the two threads. Display both thread names. | Setting the name of the thread. |  |
| 2 | store colours in the form of an array  ex: String colours[]={"white","blue","black","green","red","yellow"};  display all colours repeatedly by generating colour index from Random class. If the random colour index matches to red stop display.  Note: perform this task by implementing Runnabe interface | Thread creation |  |
| 3 | 1. Create class of SalesPersons as a thread that will display fives sales persons name.  2. Create a class as Days as other Thread that has array of seven days.  3. Call the instance of SalesPersons in Days and start both the  threads  4. suspend SalesPersons on Sunday and resume on wednesday  Note: use suspend, resume methods from thread | Multi Threads creation |  |

##### [Thread Control And Priorites](http://59.162.104.101:25000/PBLApp/tmodule.action?module=Multithreading%20I%20/%20II&stream=Java&tm=TM7#T3)

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| **No.** | **Hands-on Assignment** | **Topics Covered** | **Status** |
| 1 | Create a thread which prints 1 to 10. After printing 5, there should be a delay of 5000 milliseconds before printing 6 | Thread Control Mechanism |  |
| 2 | Create two threads, one thread to display all even numbers between 1 & 20, another to display odd numbers between 1 & 20.  Note: Display all even numbers followed by odd numbers  Hint: use join | Use of join method and thread control mechanism |  |
| 3 | Create three threads- with different priorities – MAX, MIN, NORM- and start the threads at the same time. Observe the completion of the threads. | Thread Priorities |  |

##### [Thread Synchronization](http://59.162.104.101:25000/PBLApp/tmodule.action?module=Multithreading%20I%20/%20II&stream=Java&tm=TM7#T4)