In Java we have a class for this called Thread and it is imported with the java.lang.Thread package. In Java a thread is a line of execution within a program. In a program you can have multiple threads also known as multithreading and this allows for different parts of the program to run at the same time versus having a program run things sequentially. It is also important to know that each thread can have a priority as well. The default priority of a thread is 5. The scale of priority is set from 1-10 with 10 being the highest of priorites and 1 being the lowest. We can set the priority of a thread using the setPriority() method. It is important to note that a thread can inherit its priority from a parent. For instance, the main method is actually a thread and is set to a default of 5. If we create a new thread and do not set its priority it will inherit it from the main class if it is its parent thread.

The Java Virtual Machine will continue to execute until the exit method of the class Runtime has been called or all the user threads have died (finished executing).

The most notable advantage of multithreading is that tasks can occur at the same time and this can make a program run more efficient. A disadvantage can be that multiple threads have the ability to interfere with each other when they are sharing hardware resources such as caches.