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**Roll No:49**

**Batch:mca b**

**Date:29-03-2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 20**

**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("Fibonacci:");

System.out.print(a + " " + b);

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

c = a + b;

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

a = b;

b = c;

}

}

}

class even implements Runnable {

int l;

even(int n) {

l = n;

}

public void run() {

System.out.print("Even Number:");

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

if (i % 2 == 0)

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

}

System.out.println("");

}

}

class Numbers{

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 Screenshot**

