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## **EXTRA LAB PROGRAMS:**

1. Write a program to create a thread and find the sum of odd numbers from 1 to 100 in this thread. Find the sum of even numbers for the same range in the main thread.

```
class NewThread implements Runnable
  Thread t;
  NewThread()
    t=new Thread(this,"New Thread");
    System.out.println("CT:"+t);
    t.start();
  public void run()
    int sum=0,i;
    try
      for(i=1;i<=100;i++)
        if(i\%2==1)
           sum=sum+i;
        }
      System.out.println("Sum of odd numbers "+sum);
      Thread.sleep(1000);
    catch(InterruptedException ie)
      System.out.println("Child Thread Interrupted");
    }
  }
}
class Main
  public static void main(String args[])
    int sum=0,i;
    NewThread n1=new NewThread();
```

```
try
{
    for(i=1;i<=100;i++)
    {
        if(i%2==0)
        {
            sum=sum+i;
        }
     }
    Thread.sleep(2000);
    System.out.println("Sum of even numbers "+sum);
}
    catch(InterruptedException ie)
    {
        System.out.println("Child Thread Interrupted");
    }
}</pre>
```

```
C:\Users\yrlsh\Desktop\003LAB>javac MainThread.java
C:\Users\yrlsh\Desktop\003LAB>java MainThread
CT:Thread[New Thread,5,main]
Sum of odd numbers 2500
Sum of even numbers 2550
C:\Users\yrlsh\Desktop\003LAB>_
```

2. Develop a multithreaded Java program to create three threads. First thread generates random integer for every second and if the value is even, second thread computes the square of number and prints. If the value is odd, the third thread will print the value of cube of number.

```
}
                       try {
                               Thread.sleep(1000);
                       }
                       catch (InterruptedException ex) {
                               System.out.println(ex);
                       }
               }
       }
}
class SquareThread extends Thread {
        int number;
        SquareThread(int randomNumbern) {
               number = randomNumbern;
       }
        public void run() {
               System.out.println("Square of " + number + " = " + (number * number));
       }
}
class CubeThread extends Thread {
        int number;
        CubeThread(int randomNumber) {
               number = randomNumber;
       }
        public void run() {
               System.out.println("Cube of " + number + " = " + number * number * number);
       }
}
public class MultipleThread {
        public static void main(String args[]) {
               RandomNumberThread rnThread = new RandomNumberThread();
               rnThread.start();
       }
}
```

