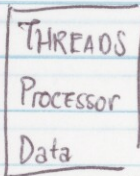


or implements Runnable



```

class MyThread extends Thread {
    public run() {
    }
}

```

coding convention (JAVA)

```

MyThread t1 = new MyThread(4)
t2 = ... (6)
t3 = ... (2)

```

Steps =

- ① create class that extends thread / implements run
- ② create object of this class
- ③ start()
- ④ (usually) join();
// wait until ~~thread~~ finishes run

```

t1.start();
t2.start();
:
t1.join();
t2.join();

```

```

public MyThread (int x) { a=x; }
public void run() { b = a * a; }
public int getb() { return b; }
private int a;
private int b;

```

abstract in thread

```
int sum = t1.getb() + t2.getb() + t3.getb();
```