```
//Main.java
class MyThread extends Thread {
    public void run() {
        for (int i = 0; i < 5; i++) {
            System.out.println(Thread.currentThread().getId() + " Value " + i);
        }
    }
}

public class Main {
    public static void main(String[] args) {
        MyThread t1 = new MyThread();
        MyThread t2 = new MyThread();

        t1.start();
        t2.start();
    }
}

/* Output:
D:\CJ8>javac Main.java

D:\CJ8>java Main
8 Value 0
8 Value 1
8 Value 2
```

```
8 Value 3
8 Value 4
9 Value 0
9 Value 1
9 Value 2
9 Value 3
9 Value 4
*/

//Main1.java
// Using the `Runnable` Interface:

class MyRunnable implements Runnable {
    public void run() {
        for (int i = 0; i < 5; i++) {
            System.out.println(Thread.currentThread().getId() + " Value " + i);
        }
    }
}

public class Main1 {
    public static void main(String[] args) {
        Thread t1 = new Thread(new MyRunnable());
        Thread t2 = new Thread(new MyRunnable());

        t1.start();
        t2.start();
    }
}

/* Output:
D:\CJ8>javac Main1.java

D:\CJ8>java Main1
8 Value 0
8 Value 1
8 Value 2
8 Value 3
8 Value 4
9 Value 0
9 Value 1
9 Value 2
9 Value 3
9 Value 4
*/
```

```
//Main2.java
class MyRunnable implements Runnable {
    private volatile boolean running = true;
    public void run() {
        while (running) {
            // Thread execution code
            try {
                Thread.sleep(1000);
        System.out.println(running);
            } catch (InterruptedException e) {
                Thread.currentThread().interrupt();
            }
        }
    }

    public void stop() {
        running = false;
    }
}

public class Main2 {
    public static void main(String[] args) throws InterruptedException {
        MyRunnable myRunnable = new MyRunnable();
        Thread thread = new Thread(myRunnable);
        thread.start();
        // Let the thread run for 5 seconds
        System.out.println("Thread sleeping for 5 seconds.");
        Thread.sleep(5000);
        // Stop the thread
        myRunnable.stop();
    }
}


/* Output:
Thread sleeping for 5 seconds.
true
true
true
true
false
*/
```