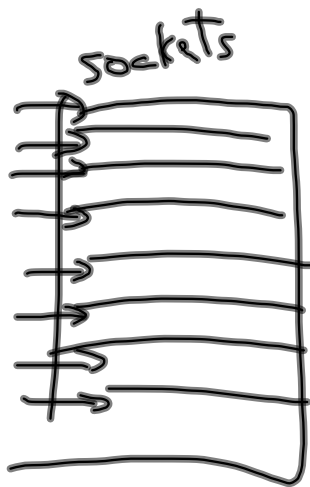
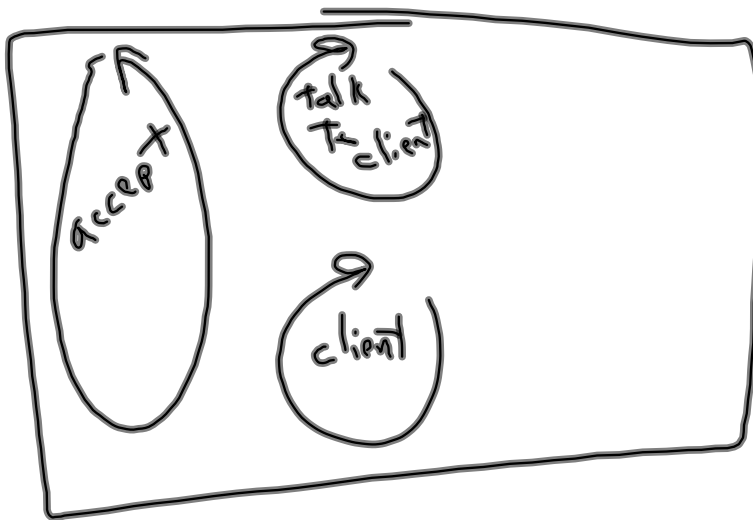


Accept



Threads



1. extend class
Thread

2. implement
Runnable
pass to a
Thread object

extend Thread
write run method
don't call run

