



```
3) def run(self):
4)     for i in range(10):
5)         print("Child Thread-1")
6) t=MyThread()
7) t.start()
8) for i in range(10):
9)     print("Main Thread-1")
```

3. Creating a Thread without extending Thread class:

```
1) from threading import *
2) class Test:
3)     def display(self):
4)         for i in range(10):
5)             print("Child Thread-2")
6) obj=Test()
7) t=Thread(target=obj.display)
8) t.start()
9) for i in range(10):
10)    print("Main Thread-2")
```

Without multi threading:

```
1) from threading import *
2) import time
3) def doubles(numbers):
4)     for n in numbers:
5)         time.sleep(1)
6)         print("Double:",2*n)
7) def squares(numbers):
8)     for n in numbers:
9)         time.sleep(1)
10)    print("Square:",n*n)
11) numbers=[1,2,3,4,5,6]
12) begintime=time.time()
13) doubles(numbers)
14) squares(numbers)
15) print("The total time taken:",time.time()-begintime)
```

With multithreading:

```
1) from threading import *
2) import time
3) def doubles(numbers):
4)     for n in numbers:
5)         time.sleep(1)
6)         print("Double:",2*n)
7) def squares(numbers):
8)     for n in numbers:
```