**Lab 06: Threads**

***Exercise 1 – Creating GUI with threads capability.***

**This exercise must be completed during the lab period.**

***Overview***

The purpose of this exercise is to create a GUI and utilizing the Threads technology to get the best performance possible.

***Part 1: GUI Racing program***

First you will need to create a GUI class that looks like the frame bellow, the program will start a race between 2 different cars. To make the race fair each car will get its own thread to enable them to run in parallel with each other. In each of the car thread a loop will go from 0-100 increasing the value of the progress bar in each iteration. To make the race more exciting and less predictable a random sleep time between 0~200ms will be added in each iteration.

The start button will indicate the end of the race while the reset will prepare for a new one.

You will need the following:

JLabel car1 , car2, lwinner ;

JPanel p1,p2 , p3 ;

JProgressBar pbCar1, pbCar2 ;

JButton bStart,bReset ;

Thread th1 , th2 , th3;

