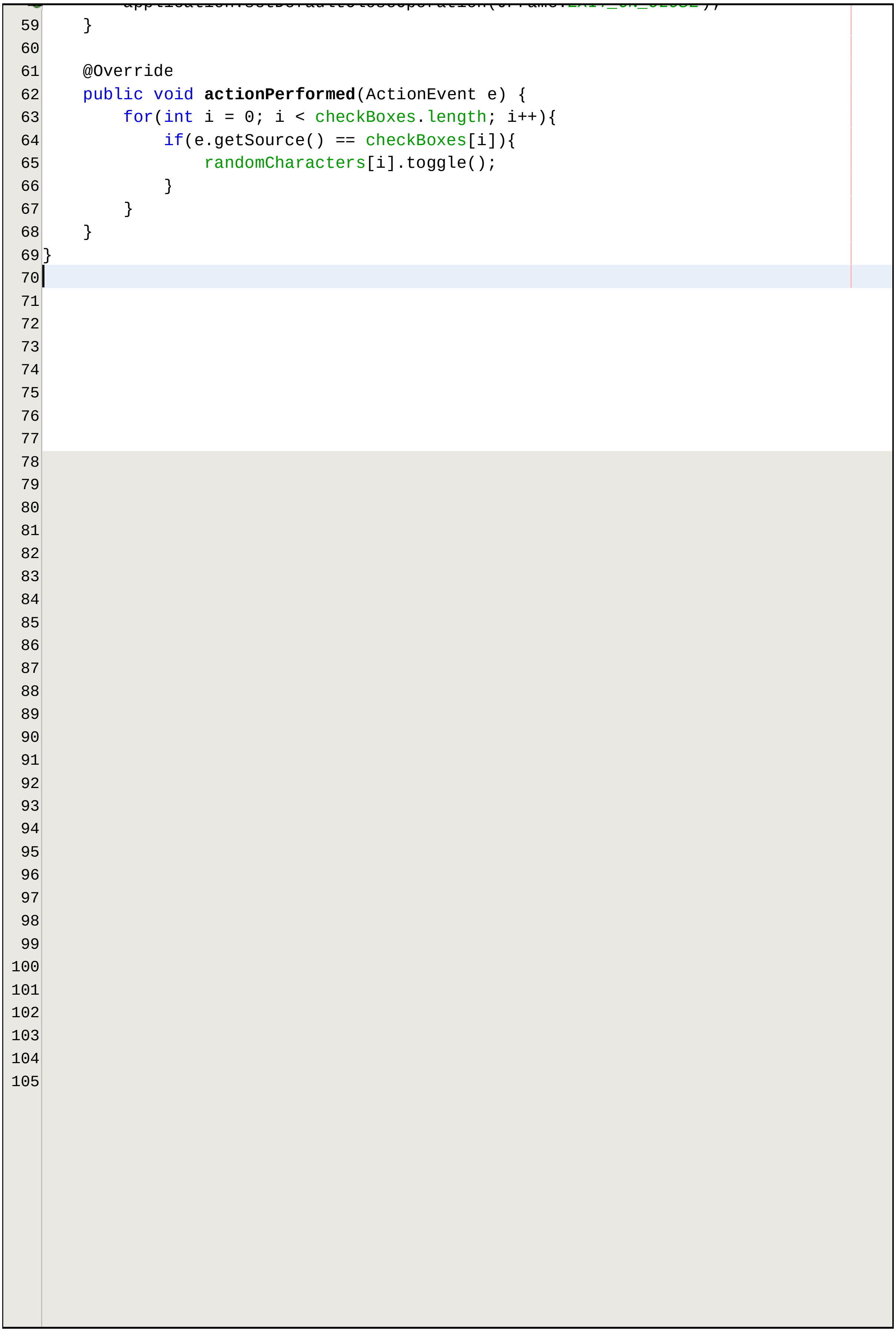
```
package poo_unidade_11_ex06_randomcharacters;

import java.awt.Color;
import java.awt.GridLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
import java.util.concurrent.locks.Lock;
import java.util.concurrent.locks.ReentrantLock;
import javax.swing.JCheckBox;
import javax.swing.JFrame;
import javax.swing.JLabel;

/**
 * @author Edwar Saliba Júnior
 */
public class RandomCharacters extends JFrame implements ActionListener{

    private final static int QUANTIDADE = 3;  // Qtdade de threads.
    private JCheckBox checkBoxes[];           // Array de JCheckBox's.
    private Lock lockObject = new ReentrantLock(true); // Único bloqueio.

    private RunnableObject[] randomCharacters = new RunnableObject[QUANTIDADE];

    public RandomCharacters(){
        checkBoxes = new JCheckBox[QUANTIDADE];
        setLayout(new GridLayout (QUANTIDADE, 2, 5, 5));

        // Cria um pool de threads.
        ExecutorService runner = Executors.newFixedThreadPool(QUANTIDADE);

        for(int i = 0; i < QUANTIDADE; i++){
            JLabel outputLabel = new JLabel();
            outputLabel.setBackground(Color.GREEN);
            outputLabel.setOpaque(true);
            add(outputLabel);

            checkBoxes[i] = new JCheckBox("Interromper");
            checkBoxes[i].addActionListener(this);
            add(checkBoxes[i]);

            randomCharacters[i] = new RunnableObject(lockObject,outputLabel);

            runner.execute(randomCharacters[i]);
        }

        setSize(275, 90);
        setVisible(true);

        runner.shutdown();
    }


    public static void main(String[] args) {
        RandomCharacters application = new RandomCharacters();

        application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```



```
        application.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    }

    @Override
    public void actionPerformed(ActionEvent e) {
        for(int i = 0; i < checkBoxes.length; i++){
            if(e.getSource() == checkBoxes[i]){
                randomCharacters[i].toggle();
            }
        }
    }
}
```