Assignment # 2

***Async Rust***

What does ***async*** mean?

In Rust, when we talk about async, we’re talking about running code concurrently, or having multiple overlapping (in time) computations run on a single thread. Multithreading is a related, but distinct concept. Multithreading is ideal for when you’ve got computationally intensive tasks (so-called *CPU-bound* tasks) that can be spread across multiple, separated cores. Concurrent programming is better suited for when the task spends a lot of time waiting, such as for a response from a server. These tasks are called *IO-bound*.