

# Our web server becomes

```
web_server() {  
    while (1) {  
        int sock = accept();  
        thread_fork(handle_request, sock);  
    }  
}  
  
handle_request(int sock) {  
    Process request  
    close(sock);  
}
```

# Benefits

- **Responsiveness**

an application can continue running while it waits for some events in the background

- **Resource sharing**

threads can collaborate by reading and writing the same data in memory (instead of asking the OS to pass data around)

- **Economy of time and space**

no need to create a new PCB and switch the entire context (only the registers and the stack)

- **Scalability in multi-processor architecture**

the same application can run on multiple cores