**Multithreading VS Multitasking**

**Multithreading**

Async is short for “asynchronous”. Async is a mean of running code concurrently. Also, it is meant to be multiple operations running in a time on a same OS thread.

**Multitasking**

Async programming allows us to run multiple of these IO bound computations at a time on a single thread. Or we can say that, an asynchronous code let us to run several tasks simultaneously on the same OS thread.

**Comparison**

Asynchronous coding in Rust Programming Language may be little bit different as it done in other programming languages like C# or JavaScript. In Async Rust, there is fearless concurrency while running multiple operations.

**Key Differences Between Multithreading and Multitasking**

To understand it, these are few things that must be understood, so consider the following example.

**Conclusion**

Through Asynchronous Rust programming we can run multiple IO bounds computations concurrently and fearlessly. We need external library to run the futures because the standard library does not have an executer. In rust programming language to create an asynchronous function, async fn is used.