1)

Loader is a set of APIs, known as Loader APIs given by Android, to load data asynchronously in activity/fragment.

To implement loader, we need to implement:

1.LoaderManager: This is used to initialize and manage 1 or more in an activity

2.LoaderManager.LoaderCallBacks: define what the linterface so the client can interact with the loader

3.The Abstract class Loader

2)

AsyncTask Loader is a loader that uses AsyncTask to perform the task. It is an abstract class and to use it we need to extend and override its methods.

3)

HandlerThread is a thread with a message queue that incorporates a Thread , a Looper , and a MessageQueue . It is constructed and started in the same way as a Thread . Once it is started, HandlerThread sets up queuing through a Looper and MessageQueue , and then waits for incoming messages to process.

4)

Some commons restriction are:

Worker threads and main thread cannot communicate normally with message sending and handling. Also, creating multiple threads will reduce CPU performance.

5)

A thread pool is a group of pre-instantiated, idle threads which stand ready to be given work.

A threadpool executor is the one who picks up a thread from the threadpool to execute a task. If a thread is not available and new threads cannot be created, then the executor stores these tasks in a queue.