[**Async Rust**](https://thomashartmann.dev/blog/async-rust)

# [Why Async?](https://rust-lang.github.io/async-book/01_getting_started/02_why_async.html#why-async)

Async code permits us to run different assignments simultaneously on a similar OS string. In an average strung application, on the off chance that you needed to download two unique site pages simultaneously, you would spread the work across two distinct strings.

# Steps of creating a sync example:

Under two months in the wake of declaring Rust 1.38, the Rust group reported the arrival of Rust 1.39 yesterday. The new discharge brings the steady form of the async-anticipate grammar, which will permit clients to characterize async capacities, yet additionally square and .anticipate them. Different enhancements in Rust 1.39 remember shared references to by-move ties for coordinate watches and qualities on work parameters.