

# Multithreading 0 :

## Parallelism:

1. Thread
2. ThreadPool → Executor service, ForkJoinPool, Custom Thread pool(web servers)

## Concurrency:

1. Locks/Synchronized
2. Atomic class
3. Concurrent data structure(ConcurrentHashMap, Blocking, Synchronous queue )
4. CompletableFuture
5. CountdownLatch/ Phaser/ Cyclic Barrier/ Semaphore