**Async- Rust**

**Async Concept**

Asynchronous programming could be a concept which permits not blocking the program workflow when holding up for the comes about of certain activities. So you'll open a expansive record or inquiry a database, but your program will proceed preparing each line a while later.

This concept was to begin with required on the bit level, since you need to be able to tune in to music whereas you sort something on your console. On a computer program level, this was accomplished through multi-threading. On the CPU side, you'll have different forms running on each core at the same time.

Afterward on, web servers came into play and required to be able to hold millions of associations whereas performing I/O errands. To be able to do this in a non-blocking way, we will either utilize strings on the kernel level, or execute our claim way of taking care of strings and events.

**What's required and why**

The kernel as of now has the concept executed (through strings and other concepts), in any case they are very "costly", which means there is just a limited sum of resources accessible and managing with this issue on OS level includes a entire modern level of complexity. Therefore it would be decent to handle our inner async stream on program level. We require a so called runtime, which can handle async code and is able to communicate to the bit.

**The common thought is:**

* Execute your possess way of taking care of strings and lines on program level (green strings)
* Include syntactic sugar to your language so the runtime/compiler can distinguish async parts of the code
* Add async types so they can notify when they are "done"