Async Article Summary

# Introduction:

This article focuses on the async feature added in Rust language and give a simple and brief explanation of how this feature works. There is also a tutorial on how to use async to fetch data from a web url.

# What does async mean?

In simple words async allows multiple tasks to run concurrently within a single thread. Meanwhile, in synchronous, no tasks overlap in processing (i.e. one task cannot start until there are no tasks currently running). This should not be confused with multithreading, as it is suitable for CPU-bound tasks, while async is suitable for IO-bound tasks.

Moreover, in async we reach a time when we need to wait for the result of an asynchronous process. This is where we use .await function in Rust. The values we get from these awaited functions are called **Futures**.

Figure below shows the comparison between Synchronous and Asynchronous processes. 