***“Rust Asynchronous Programming”***

**Background:**

Recently Rust Language adopted Asynchronous Programming and announced it in stable version. Asynchronous Programming is different from Normal programming. In normal programming only one task is done at a time which is easy for computer but in this way the system is under-utilized. So why one task is done at a time why not multiple tasks to be done at a time. Just like if we purchased a server so we need to utilize it well. That’s why we need to shift to concurrent programming so many tasks at a time can be done in an application.