**Multitasking:**

* Multitasking is basically for the I/O intensive
* Its depend on the input/output interaction to do process. Example keyboard button interaction.
* When processor work more then one task in a same time then is called to multitasking
* We can say that asynchronous programing is same as multitasking programing.
* In which we use the executor to manage the task in own timing like as we want to stop the first operation and start the program with second operation in our system. So we can handle with the async programing.
* It is use only in async function with the help of executor.

**Multithreading:**

* Multithreading is basically depending on the CPU process
* The divide in parts of CPU process is known as multithreading.
* We use in the programing to make fast process.
* It use in common function and main function.
* Finally I want to say that in Rust multitasking will coverup the multithreading.