# Languages support multithreading

## Java:

Java is known for its strong multithreading support. It provides a built-in Thread class and a java.util.concurrent package with various classes and utilities for managing threads, synchronization, and thread pools.

## Python:

Python offers a built-in threading module that allows developers to create and manage threads. However, due to the Global Interpreter Lock (GIL), Python threads are more suitable for I/O-bound tasks rather than CPU-bound tasks.

## C++:

C++ provides the <thread> header as part of the C++11 standard, which introduces the concept of threads directly into the language. The Standard Library also includes synchronization primitives and features for managing threads.

## C#:

C# has built-in support for multithreading through the System.Threading namespace. It offers various classes and features for creating and managing threads, synchronization, and thread-safe data access.

## Go (Golang):

Go is designed with concurrency in mind and provides goroutines, which are lightweight threads that are managed by the Go runtime. Goroutines make it easy to achieve concurrency and parallelism.

## Ruby:

Ruby includes the Thread class for creating and managing threads. However, similar to Python, the Global Interpreter Lock can impact the effectiveness of multithreading for CPU-bound tasks.