MultiThreading;

* A Thread is the smallest dispatchable unit of code.
* It is a light weight process.
* Threads are subsets of a process.
* Threads share the same address space where as multiprocesses run in separate address space.
* [context switching](http://en.wikipedia.org/wiki/Context_switch) between threads in the same process is typically faster than context switching between processes.
* On mullti cpu systems context switching happens
* By moving such long-running tasks to a *worker thread* that runs concurrently with the main execution thread, it is possible for the application to remain responsive to user input while executing tasks in the background.
* Threads are used to achieve asynchronous behavior.