

Threads

- ❖ Hard to reason about
- ❖ Hard to debug
- ❖ Overkill
 - ❖ More complicated than necessary
- ❖ Conflated with difficult issues, like time-sharing and shared memory
- ❖ Conclusion: Don't use Threads, use Concurrency instead

Distributed Programming

❖ Blockchain

❖ IoT

❖ HTML