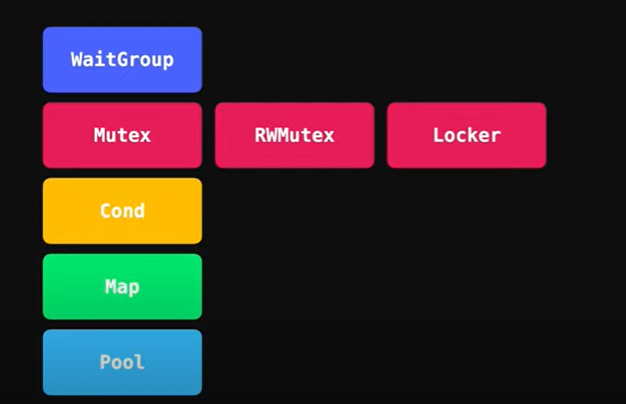
Type of wait group



A diagram of a task

Description automatically generated

**Concurrency Primitives**

All of Go's Concurrency Primitives are stored inside the sync package, which stands for **Synchronization**, because most of the times that's what we as developers do with the **executing concurrent code**.

These are all the available types under the sync package:

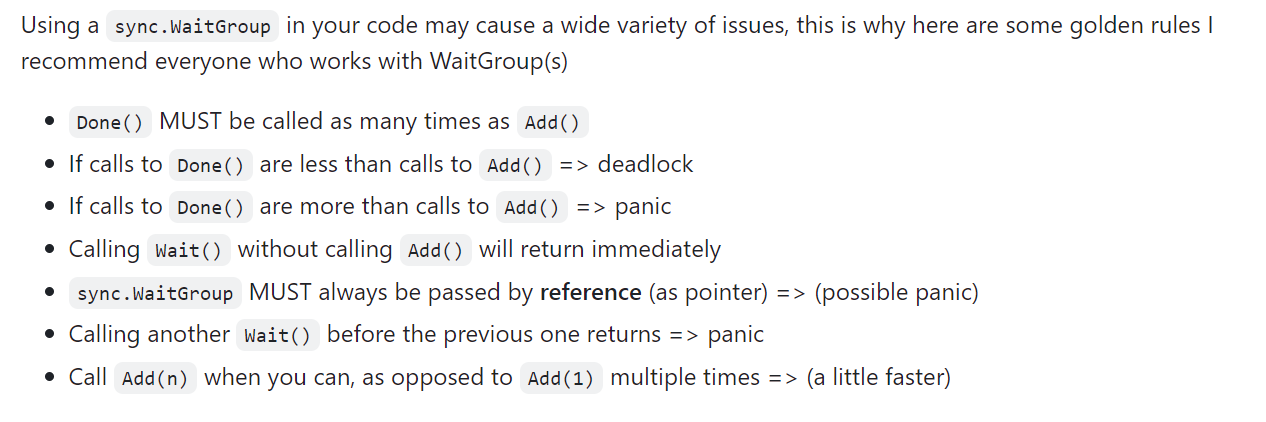
* WaitGroup
* Mutex
* RWMutex
* Locker
* Cond
* Map
* Pool

A screenshot of a computer

Description automatically generated

A white background with black text

Description automatically generated



A close-up of a message

Description automatically generated