1. It’s a method of having algorithms that can adapt to specific types. In C++ they are templates that help perform larger programing functions. In C# and Java generics are mostly for polymorphism.
2. Subroutines can pass arguments and return a value back from which it was called.
3. If several queues are instantiated with the same set of arguments.
4. There is a block of code with all the possible errors. When the exception happens it goes through the list to find the appropriate one. This is done by matching the exception name by the class it is derived from, or if there is a catch all exception for the handler.
5. It is easier to control the flow of the exception handler this way and it allows for additional info about the exception to be added to the exception object.
6. Simula
7. Only one coroutine can ever be running at a time, while threads can have multiple running simultaneously.
8. Sequential handling – Stores the program counter and goes down a subroutine. It does the event and checks for validation then uses the program counter to return to the spot where it left off.

Thread based handling – The handling is done on a separate thread allowing the main thread the still execute the program (unless it is specifically waiting for an event) while the event handler thread handles the event. It basically just allows concurrency for both the event and the application.