

Concurrency Problems

Race conditions

```
def buy(bankAccount: BankAccount, thing: String, price: Int): Unit = {
   /*
   involves 3 steps:
   - read old value
   - compute result
   - write new value

*/
   bankAccount.amount -= price 
critical section
}
```

Threads must synchronize on critical sections

only one thread can execute this code at the same time

Sleep fallacy

synchronizing threads with sleep times does not change guarantees

Most concurrency problems arise from using mutable data

Scala rocks

(vars suck at concurrency.)

