Deadlock common if there is lots of synchronisation

Time is a major factor to consider when it comes to multithreading

Sleep does not release the resources, when the thread is sleeping !!! super key

When running ends it can also be said that run() returns, nice way of thinking about it

Priority does not guarantee a thread will be finished before a lower priority thread is finished, therefore use the yield keyword

What is the probability of 1 thread happening before the other, e.g. % of non-deterministic behaviour