Concurrency

Concurrency

vs.

Parallelism

Concurrency

Dealing with multiple things at once

Parallelism

Doing with multiple things at once

Concurrency

Structure

Enables Parallelism

1 processor = 1 thing running at once

Goroutines

Lighter than threads (cheap to make)

Scheduling and blocking is automatic

go func1()

Channels

Allow communication between goroutines

Channels are declared with the **chan** keyword and have types

myChan := make(chan string)