**Locking**

Locks are a very important feature that make multithreading possible. Locks are a synchronization technique used to limit access to a resource in an environment where there are many threads of execution. A good example of a lock is a mutex.

**Mutex**

Mutex as the name hints implies mutual exclusion. A mutex is used to guard shared data such as a linked-list, an array or any simple primitive type. A mutex allows only a single thread to access a resource.