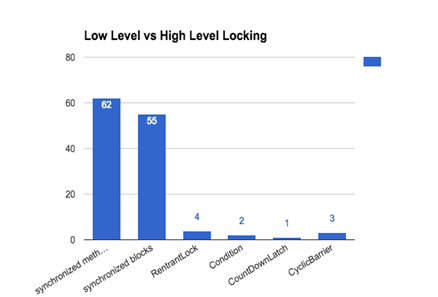
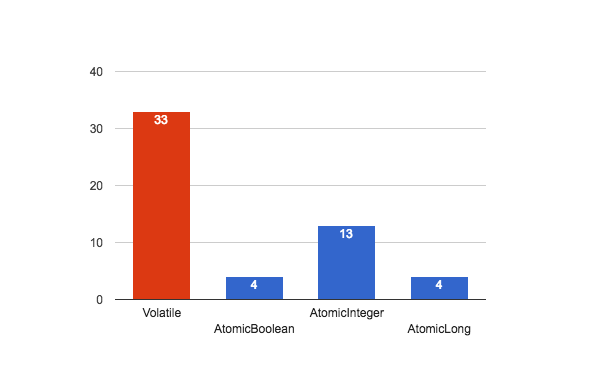


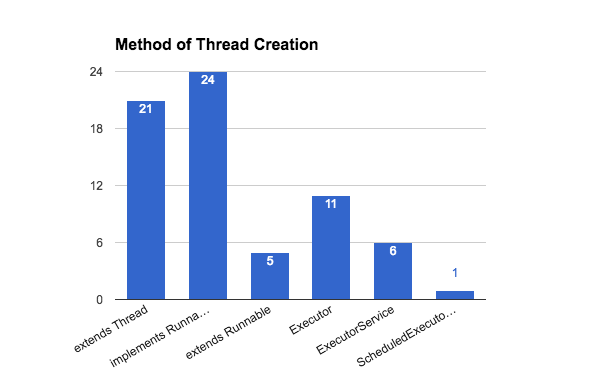
**Comparison of various high level vs low level constructs**



**Comparison of high level vs low level constructs without CTAG and Card Games projects**



**Usage of Volatile Vs Atomic**

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**Preferred method of Thread creation**

**Synchronized collections vs Concurrent collections**