**Async Rust Summary**

Recently the stabilization of rust async feature (async/.await) the asynchronous coding in rust is easy to do within a more efficient way and use fewer resources. Before going deep about the Async rust, first of all, let’s take an introduction about the asynchronous programming. Asynchronous programming basically is a technique in computer science to run the operations concurrently or simultaneously in the application. Here the question arises why we do asynchronous approach when we have a simple flow of coding? Although in every situation we don’t go through the asynchronous programming the developers know when they use or not. Like in the internet of things aspect we have different sensors at different locations and we want continuously monitoring of data so in this case, the asynchronous approach will definitely give appropriate results instead of normal flow because we want concurrent processing to get the continuous monitoring.