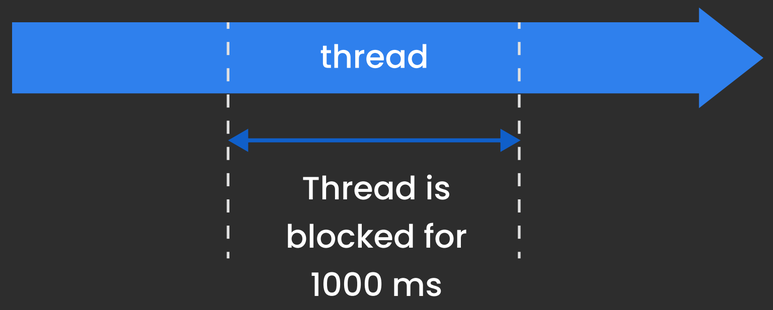
```
thread {                // Creates a thread

    Thread.sleep (1000)

}
```

```
GlobalScope.launch {        // Operates Within a thread

    Thread.sleep (1000)

}
```

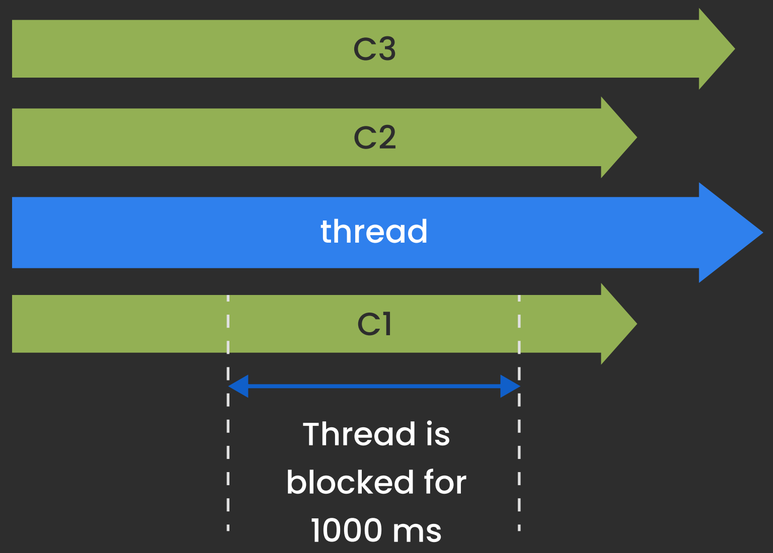
```
thread {                // Creates a thread

    Thread.sleep (1000)

}
```

```
GlobalScope.launch {        // Operates Within a thread

    delay (1000)

}
```

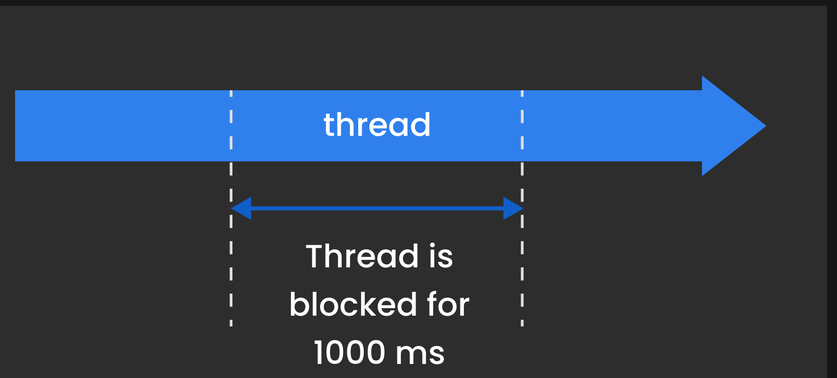
```
thread {

        Thread.sleep (1000)

}
```

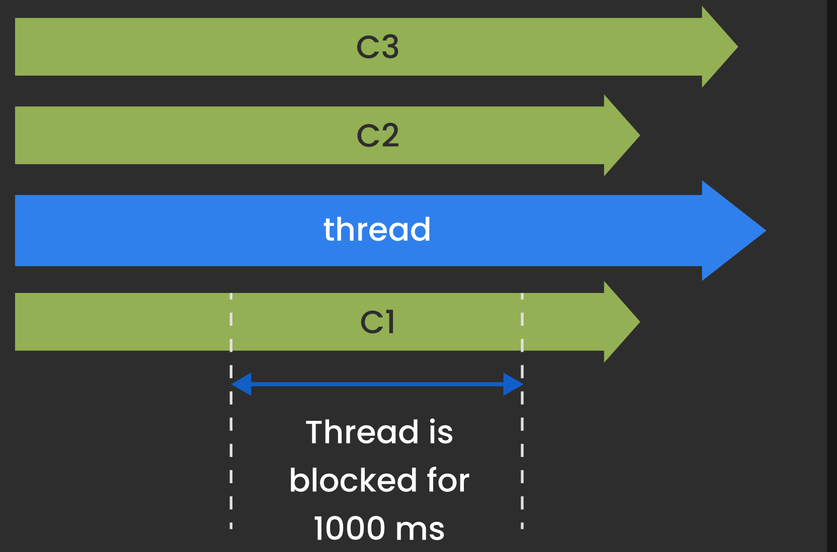



```
GlobalScope.launch {                // C1

        delay (1000)

}
```



```
thread {

        Thread.sleep (1000)

}
```




```
GlobalScope.launch {                    // C1

        delay (1000)

}
```