**C# Job System**

The Unity C# Job System lets you write simple and safe multithreaded code that interacts with the Unity Engine for enhanced game performance.

You can use the C# Job System with the Unity [Entity Component System](https://docs.unity3d.com/Packages/com.unity.entities@latest?preview=1&subfolder=/manual/index.html) (ECS), which is an architecture that makes it simple to create efficient machine code for all platforms.

* [C# Job System Overview](https://docs.unity3d.com/Manual/JobSystemOverview.html)
* [What is multithreading?](https://docs.unity3d.com/Manual/JobSystemMultithreading.html)
* [What is a job system?](https://docs.unity3d.com/Manual/JobSystemJobSystems.html)
* [The safety system in the C# Job System](https://docs.unity3d.com/Manual/JobSystemSafetySystem.html)
* [NativeContainer](https://docs.unity3d.com/Manual/JobSystemNativeContainer.html)
* [Creating jobs](https://docs.unity3d.com/Manual/JobSystemCreatingJobs.html)
* [Scheduling jobs](https://docs.unity3d.com/Manual/JobSystemSchedulingJobs.html)
* [JobHandle and dependencies](https://docs.unity3d.com/Manual/JobSystemJobDependencies.html)
* [ParallelFor jobs](https://docs.unity3d.com/Manual/JobSystemParallelForJobs.html)
* [ParallelForTransform jobs](https://docs.unity3d.com/Manual/JobSystemParallelForTransformJobs.html)
* [C# Job System tips and troubleshooting](https://docs.unity3d.com/Manual/JobSystemTroubleshooting.html)