**Creating jobs**

To create a job in Unity you need to implement the [IJob](https://docs.unity3d.com/ScriptReference/Unity.Jobs.IJob.html) interface. IJob allows you to schedule a single job that runs in parallel to any other jobs that are running.

**Note**: A “job” is a collective term in Unity for any struct that implements the IJob interface.

To create a job, you need to:

* Create a struct that implements IJob.
* Add the member variables that the job uses (either [blittable types](https://en.wikipedia.org/wiki/Blittable_types" \t "_blank) or [NativeContainer](https://docs.unity3d.com/Manual/JobSystemNativeContainer.html) types).
* Create a method in your struct called [Execute](https://docs.unity3d.com/ScriptReference/Unity.Jobs.IJob.Execute.html) with the implementation of the job inside it.

When executing the job, the Execute method runs once on a single core.

**Note**: When designing your job, remember that they operate on copies of data, except in the case of NativeContainer. So, the only way to access data from a job in the main thread is by writing to a NativeContainer.

**An example of a simple job definition**

