

The 'sync' Package

This lesson lists down the other features that come in handy to implement concurrency from the `sync` Package.

So far, you are familiar with `WaitGroups` and `Mutex` from the `sync` package.

Here are some other features in Go from the `sync` Package:

- Pool: A `Pool` is a collection of temporary objects which can be accessed and saved by many goroutines simultaneously.
- Once: A `Once` is an object that performs an action only once.
- Cond: A `Cond` implements a condition variable which indicates the goroutines which are waiting for an event or want to announce an event.

You can try exploring them on your own as they will come in handy for you while writing concurrent programs in Go.