# *Programming language That have single Thread:-*

JavaScript

- Execution Context: JavaScript runs in a single-threaded environment, meaning it can only execute one command at a time.
- Event Loop: It uses an event loop to handle asynchronous operations, allowing it to perform non-blocking tasks despite being single-threaded.
- Common Usage: Widely used in web development for both client-side (browser) and server-side (Node.js) applications.

Lua

- Coroutines: Lua uses coroutines for cooperative multitasking. While not strictly single-threaded, coroutines allow only one execution path to run at a time.
- Common Usage: Lua is often embedded in applications for scripting purposes, particularly in game development.