Threads

- Similar to processes: "train of thought"
- Share resources

Sync primitive: way to synchronize threads

Mutex: Mutual Exclusion

- Only 1 thread to be doing something sensitive
- Is locked or unlocked by putting the key back
  by getting the key to be allowed to do something important
- Starts unlocked
- Critical section = danger zone

Lock guard: wrapper around mutex
- Constructor: locks the lock
- Destructor: unlocks

Data race: conflict in updating using same data

- Touching same data from multiple places at the same time
- And at least one access is a modification
  Do not have any data race