

Concurrency

Two or more programming activities happening at exactly the same time

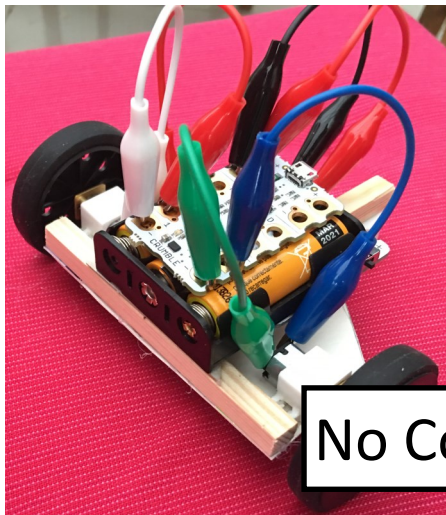
Everyday Concurrency

The ability to have more than one activity happening at the same time.

Two ballroom dancers dancing at the same time.

Three football defenders all going for the ball at the same time.

A class full of children all walking to assembly at the same time.



Crumble code only has one starting block and one programming script.

No Concurrency

The say command is running at the same time as the wait command in the other sprite script.

Scratch has concurrency as two or more scripts can run at the same time.

Concurrency

```

program start
wait 3.0 seconds
do 3 times
  motor 1 FORWARD at 50 %
  motor 2 FORWARD at 50 %
  wait 3.0 seconds
  motor 1 STOP
  motor 2 STOP
  wait 0.2 seconds
  motor 1 FORWARD at 50 %
  wait 0.4 seconds
  motor 1 STOP
  wait 0.2 seconds
loop
  
```

Programming Scripts

Sequential

All programming scripts are sequential. Only one activity can happen at a time.