
Subject: Re: Simple Thread

Posted by [Oblivion](#) on Mon, 05 Oct 2020 17:04:23 GMT

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Klugier has put it nicely.

However, there is an even simpler way if you need async behaviour, using AsyncWork worker threads.

```
CONSOLE_APP_MAIN
```

```
{
  auto Boucle = [](String parametres) -> void
  {
    for (int i = 0; i < parametres.GetLength(); ++i)
    {
      Cout() << String(parametres[i], 1) << ", ";
    }
  };
};
```

```
  Async(Boucle, "Hello world").Get();
}
```

Note that AsyncWork is the Upp interpretation and implementation of future/promise pattern and there are other ways to utilize it.

Best regards,
Oblivion
