
Subject: IsFinished() for CoWork

Posted by [kodos](#) on Mon, 03 Mar 2008 22:58:48 GMT

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Hi,

I think that a function IsFinished() would be really useful in the CoWork class.

CoWork.h

```
...
bool IsFinished();
...
bool IsFinished()          { return true; }
//In the singlethreaded version
```

CoWork.cpp

```
bool CoWork::IsFinished() {
    Pool &p = pool();
    p.lock.Enter();
    bool retVal = todo == 0;
    p.lock.Leave();
    return retVal;
}
```