
Subject: Re: Thoughts about alternative approach to multithreading

Posted by [mirek](#) on Wed, 19 Nov 2008 09:39:47 GMT

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Mindtraveller wrote on Tue, 18 November 2008 19:45

May be we should choose some comparison example wich is closer to "pure" threading?

What about simple "shared cache"?

I am not sure how it would look in your model, but 'normal' should be simple:

```
StaticMutex      mutex;
VectorMap<String, String> data;

void SetData(const String& key, const String& value)
{
    INTERLOCKED(mutex)
        data.GetAdd(key) = value;
}

String GetData(const String& key)
{
    INTERLOCKED(mutex)
        return data.Get(key, Null);
}
```

Mirek
