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Subject: Re: Thoughts about alternative approach to multithreading

Posted by [mirek](#) on Sun, 12 Jul 2009 06:37:08 GMT

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Mindtraveller wrote on Sat, 11 July 2009 10:06Example you proposed sets a kind of problem. I spent some days thinking about it (I really met kind of this problem while programmed last project) and came to conclusion that each CallbackQueue/CallbackThread class should be descendant of CallbackNotifier class. Where CallbackNotifier is simply a Map<K,T> and a Mutex to synchronize access from multiple threads. This will enable asynchronous messaging while thread's current queue callback is being executed. This is of course something from "classic" approach but anyway hides synchronization mutex.

In your example you will i.e. have to check this Map for current directory once per second. And if it is so, remove directory from Map and exit callback.

I think this is very much what I have ended with. But it is not a simple and clean design by any definition; the hurdle with locking mutex(es) just seems a much less evil here.

Mirek

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