
Subject: first, CoWork.h and CoWork.cpp cleanups
Posted by [kohait00](#) on Wed, 03 Feb 2010 11:07:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

during study of CoWork class stuff, i stumbeled oacross some small grains..which is but of beaty reasons

1) static Pool::ThreadRun and static Pool::DoJob

why should they be static, the Pool itself is generatet in CoWork environment, so for capsulation reasons they can run on their own class instance. thats also why p = pool() stuff has been removed, because now linked to class itself. Has that had a reason which I havent seen? (this would also make sense to one day, if WorkQueue should really rely on CoWork, be able to use same Pool class (but different instnce

2) some == and <= and the like stuff, implicit bool...has been explicated

3) while(todo)
 if(todo == 0)
 break;

makes no sense, it wont ever be true, since Finish() holds lock and no other thread can decrement it meanwhile

these are basicly changes, that made sense for me..commit if it makes sense..

next post is the WorkQueue

File Attachments

- 1) [CoWork.h](#), downloaded 433 times
 - 2) [CoWork.cpp](#), downloaded 674 times
-