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Subject: Re: RE: Job package: A scope-bound worker thread for non-blocking operations.

Posted by [Oblivion](#) on Tue, 10 Oct 2017 15:02:53 GMT

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Hello Mirek,

I haven't tested it yet, but as usual, yours is much more clean, and concise. :)

IMO the only missing part here is an `IsFinished()` method. A non-blocking wait is in some cases a must. `std::future` provides this with `future::wait_for()`,  
As far as I can see it usually translates to `IsFinished()` in U++ terminology

```
bool IsFinished() { ASSERT(imp); return imp->co.IsFinished(); }
```

Other than that, JMO `AsyncWork` and `Async` would be a worthy addition to U++.

Best regards,

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