

---

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

Posted by [mirek](#) on Wed, 11 Oct 2017 07:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion wrote on Tue, 10 October 2017 23:48Hello Mirek,

tested Async/AsyncWork with MSC 2017, MinGW on windows, and with GCC on linux.

- It compiles on MSC without any hiccup.
- It does not compile on GCC (7.2) or MinGW unless the nested classes are moved out, (That's why I wrote my prototype that way.) and "Ret" is changed to some other parameter name. Here are the error codes I get:

After a bit of wrestling with C++11, it now compiles.

Quote:

- More importantly there seems to be something wrong with the exception propagation mechanism. For,

- 1) Sometimes it fails to catch the exception, and the application crashes with that exception.
- 2) When it catches the exception the application hangs at the end (after the "exception caught" message is printed.)
- 3) Sometimes the application simply hangs.

I got this erratic behaviour both on windows and on linux, on a single machine, so it maybe a local hardware problem, I need to investigate it further...

I would like to investigate, but need a testcase.

Quote:

Sure, but can this really be attributed to a design flaw?

Recursion is potentially tricky by nature, and requires the developer to be extra cautious with his/her assumptions.

Well, recursion aside, I think that in general, we want the mechanism reentrant. I mean, it should not be a part of contract/function documentation whether is it using IsFinished internally.

I can actually fix the issue, but then IsFinished will not be doing the same thing.

BTW, the very same issue is true for CoWork. So something to think about..

Mirek

---