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

Posted by [Oblivion](#) on Wed, 11 Oct 2017 07:50:53 GMT

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Quote:

Now I am confused. There is no 'throw' in my ASum example...

No, not that one. The basic test case above, with the AsyncWork code above, where you throw "error":

```
CONSOLE_APP_MAIN
{
    auto h = Async([] { return "Hello world"; });
    DDUMP(h.Get());

    DDUMP(~Async([](int x) { return x * x; }, 9));

    auto x = Async([] { throw "error"; });
    try {
        x.Get();
    }
    catch(...) {
        DLOG("Exception caught");
    }
}
```
