
Subject: Re: AsyncWork, IsFinished() may not be working properly
Posted by [mirek](#) on Sat, 31 Mar 2018 05:49:28 GMT
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Hopefully fixed. (CoWork::IsFinished bug).

Final testcase:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_FILE|LOG_COUT);

    Array<AsyncWork<void>> workers;

    for(int i = 0; i < 4; i++) {
        workers.Add() = Async([=]{ LOG("Started, worker #" << i); Sleep(500); });
    }

    while(!workers.IsEmpty())
        for(int i = 0; i < workers.GetCount(); i++) {
            auto& w = workers[i];
            if(w.IsFinished()) {
                LOG("Stopped, worker #" << i); // <<- Called, when it shouldn't.
                workers.Remove(i);
                break;
            }
        }
    }
}
```
