
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;  
            }  
        }  
}
```
