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Subject: CoWork usage question

Posted by [Tom1](#) on Tue, 22 Jan 2019 13:59:18 GMT

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Hi,

As I need more than coffee to solve this out, I decided to put it here :)

The question is: What am I doing wrong, as the following code does not work as I expect, i.e. multiply the items by two and show the results:

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

```
using namespace Upp;
```

```
#define ICOUNT 15
```

```
class A{
```

```
public:
```

```
    Buffer<int> ib;
```

```
    A(){
```

```
        ib.Alloc(ICOUNT,0);
```

```
        for(int i=0;i<ICOUNT;i++) ib[i]=i+1;
```

```
    }
```

```
    void operation(int &x){
```

```
        x*=2;
```

```
    }
```

```
    void operationp(int *x){
```

```
        *x*=2;
```

```
    }
```

```
    void Run(){
```

```
        Cout() << "ib = ";
```

```
        for(int i=0;i<ICOUNT;i++) Cout() << ib[i] << " , ";
```

```
        CoWork co;
```

```
        for(int i=0;i<ICOUNT;i++){
```

```
            //co & [&] { operation(ib[i]); }; // Reference variant
```

```
            co & [&] { operationp(&ib[i]); }; // Pointer variant
```

```
        }
```

```
        co.Finish();
```

```
        Sleep(400);
```

```
        Cout() << "\n\nib*2 = ";
```

```
        for(int i=0;i<ICOUNT;i++) Cout() << ib[i] << " , ";
```

```
        Cout() << "\n\n";
```

```
    }
```

```
};
```

```
CONSOLE_APP_MAIN
```

```
{  
  A ac;  
  ac.Run();  
}
```

Mostly the results are 'exciting' to say the least.

Best regards,

Tom

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