
Subject: Re: AsyncWork, IsFinished() may not be working properly

Posted by [JeyCi](#) on Sat, 18 Jul 2020 05:51:27 GMT

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I found below code seems working good - without Race_Condition - (in u++ v.13068 windows x32)...

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

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    StdLogSetup(LOG_FILE|LOG_COUT);
```

```
    Array<AsyncWork<int>> workers;
```

```
    // add worker
```

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

```
    Sleep(10); //10/1000sec
```

```
    for (auto &fut : workers) {  
        LOG("Stopped, worker #" << fut.Get());  
    }  
}
```

? BUT I wonder if there is a way to use atomic to counter to avoid race condition in the mirek's code?.. because any way I tried to use it (I mean Atomic in his code) - I have been still getting race condition :(
