Subject: Re: AsyncWork, IsFinished() may not be working properly
Posted by JeyCi on Sat, 18 Jul 2020 12:21:45 GMT
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Oblivion , thank yoy very much - you have got together some pieces of information I know but still lack experience in its use - you have pointed the sides of its practical application...
1. I already used the idea about .Remove(i) - thanks to U++ examples. But thanks for your explanation, why I was getting zeros in mirek'code - I didn't noticed this easy reason
2. you are right - it was really NOT a race condition yet
3. now I see that really my code is blocking, & mirek's non-blocking, and your example is blocking as well...

... Yet I'm a beginner at parallel programming - I considered non-blocking algorithm to be better than blocking... but now I understood - they are simply for different purposes... and if I need to return value to the main thread - of course I need blocking as synchronization should be done - I think so now...
I'm just having the hope - if there is a way to return from mirek's non-blocking example value e.g. with lock-free mechanism of atomic?... or in any case we will need synchronization (blocking) here to return value from each thread?..
P.S.
I think now - it was just a hope...
in any case thank you for increasing my practical understanding such fresh knowledge for me :)
Best regards,