Subject: Re: Simple Thread
Posted by Oblivion on Mon, 05 Oct 2020 17:04:23 GMT

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Klugier has put it nicely.

However, there is an even simpler way if you need async behaviour, using AsyncWork worker threads.

```
CONSOLE_APP_MAIN
{
 auto Boucle = [](String parametres) -> void
 {
  for (int i = 0; i < parametres.GetLength(); ++i)
  {
   Cout() << String(parametres[i], 1) << ",";
  }
 };

 Async(Boucle, "Hello world").Get();
}
```

Note that AsyncWork is the Upp interpretation and implementation of future/promise pattern and there are other ways to utilize it.

Best regards,
Oblivion