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Subject: Re: Coroutines package for U++  
Posted by [Lance](#) on Sun, 06 Nov 2022 23:14:49 GMT  
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I did some casual search on coroutine but never figured out its intended use.

Quote:

A coroutine is a function that can suspend execution to be resumed later. Coroutines are stackless: they suspend execution by returning to the caller and the data that is required to resume execution is stored separately from the stack. This allows for sequential code that executes asynchronously (e.g. to handle non-blocking I/O without explicit callbacks), and also supports algorithms on lazy-computed infinite sequences and other uses.

This excerpt is very helpful.

Thank you, Oblivion! If you can add some small, non-trivial examples to your library, it will be great!

Regards,  
Lance

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