Subject: Re: Coroutines package for U++
Posted by peterh on Mon, 07 Nov 2022 19:30:16 GMT
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I understand it this way, C++20 coroutines are meant to write fast state machines in a simpler way.
In earlier times in plain old C longjump() could be (ab)used for this, but more complicated.

I have implemented sort of a coroutine in assembler for a device driver for an embedded device which had to handle XON/XOFF handshake and timeout properly without deadlock and I implemented the interrupt routine as a coroutine which was called by UART interrupt. This simplified the job a lot.

I do yet not understand, where does a C++ coroutine store its local variables?
On yield the stack is destroyed, so it must store the local variables elsewhere because these are persistent. (Local variables are still alive at the next invocation)