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Subject: JobQueue: A simple and programmable job/queue model.

Posted by [Oblivion](#) on Sat, 11 Mar 2017 20:47:27 GMT

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Hello,

JobQueue is a helper base class, implementing through a standardized interface a simple, and programmable job/queue model, suitable mainly for, but not limited to, non-blocking (asynchronous) socket operations. It also allows batching. Note that this class isn't meant for multithreading.

This class (formerly "AsyncQueue") is basically an abstraction of Upp's own `HttpRequest` class' asynchronous model, making use of C++11 features (Function type callbacks) and it can easily utilize lambda callbacks. Hence requires at least C++11.

It is also the backbone of my upcoming `SSH` (initial release) and `NetworkProxy` (new version) classes.

I also provided `ClientSockets` example, which is a non-blocking version of `ClientSocket` example (requires `ServerSocket` example).

The example demonstrates the usage of `JobQueue` and lambda callbacks.

Any criticism and suggestions are always welcome.

History:

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2017-03-18: A slight change to the API made: From now on error code can also be specified for halting.

`GetError()`: Added to the API, fixed const correctness.

    Documentation updated accordingly.

2017-03-16: `Pick()` fixed. Error string was not picked.

2017-03-13: Documentation: Typo fixed.

2017-03-11: Initial release.

Regards,

Oblivion

## File Attachments

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1) [JobQueue\\_and\\_Example.zip](#), downloaded 429 times

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Subject: Re: JobQueue: A simple and programmable job/queue model.

Posted by [Oblivion](#) on Sat, 18 Mar 2017 12:09:45 GMT

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Hello,

JobQueue class and its documentation is updated. See the first post for the changes made and the package.

Regards,

Oblivion.

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