
Subject: Re: CoWork buggy!?

Posted by [Werner](#) on Sun, 23 Mar 2008 16:56:31 GMT

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luzr wrote on Sun, 23 March 2008 14:11 Finish waits until all the work required by calling "Do" is finished.

...

... "CoWork::waitforfinish" ... is used for synchronization. If there are any unfinished jobs, Finish has to wait until they are finished.

...

... todo ... is not waiting job, it is *unfinished* job! (Includes waiting jobs and jobs that are currently being processed).

Thank you very much. This clarification was extremely helpful . Indeed I misunderstood CoWorks's design .

Do I get it right now when I assume that usage of this module just requires to

1.

create a CoWork instance, e. g.:

```
CoWork coWork;
```

2a.

assign a job, e. g.:

```
coWork.Do(a_job_in_form_of_a_callback);
```

or

2b.

assign a couple of jobs, e. g.:

```
coWork & job_0 & job_1 & job_2;
```

and *basically nothing more*? And that CoWork::Finish is *only* needed for synchronization purposes?

(I dumped all the other questions as "insignificant").

Werner
