

Queues

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\cpython-main\Doc\library\[cpython-main] [Doc] [library]asyncio-queue.rst, line 1)

Unknown directive type "currentmodule".

```
.. currentmodule:: asyncio
```

Source code: :source:`Lib/asyncio/queues.py`

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Unknown interpreted text role "source".

asyncio queues are designed to be similar to classes of the :mod:`queue` module. Although asyncio queues are not thread-safe, they are designed to be used specifically in async/await code.

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Unknown interpreted text role "mod".

Note that methods of asyncio queues don't have a *timeout* parameter; use :func:`asyncio.wait_for` function to do queue operations with a timeout.

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Unknown interpreted text role "func".

See also the [Examples](#) section below.

Queue

A first in, first out (FIFO) queue.

If *maxsize* is less than or equal to zero, the queue size is infinite. If it is an integer greater than 0, then `await put()` blocks when the queue reaches *maxsize* until an item is removed by :meth:`get`.

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Unknown interpreted text role "meth".

Unlike the standard library threading :mod:`queue`, the size of the queue is always known and can be returned by calling the :meth:`qsize` method.

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Unknown interpreted text role "mod".

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Unknown interpreted text role "meth".

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Unknown directive type "versionchanged".

```
.. versionchanged:: 3.10
    Removed the *loop* parameter.
```

This class is `:ref:`not thread safe <asyncio-multithreading>``.

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Unknown interpreted text role "ref".

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Unknown directive type "attribute".

```
.. attribute:: maxsize

    Number of items allowed in the queue.
```

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Unknown directive type "method".

```
.. method:: empty()

    Return ``True`` if the queue is empty, ``False`` otherwise.
```

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Unknown directive type "method".

```
.. method:: full()

    Return ``True`` if there are :attr:`maxsize` items in the queue.

    If the queue was initialized with ``maxsize=0`` (the default),
    then :meth:`full()` never returns ``True``.
```

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Unknown directive type "coroutinemethod".

```
.. coroutinemethod:: get()

    Remove and return an item from the queue. If queue is empty,
    wait until an item is available.
```

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Unknown directive type "method".

```
.. method:: get_nowait()

    Return an item if one is immediately available, else raise
    :exc:`QueueEmpty`.
```

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Unknown directive type "coroutinemethod".

```
.. coroutinemethod:: join()
```

Block until all items in the queue have been received and processed.

The count of unfinished tasks goes up whenever an item is added to the queue. The count goes down whenever a consumer coroutine calls `:meth:`task_done`` to indicate that the item was retrieved and all work on it is complete. When the count of unfinished tasks drops to zero, `:meth:`join`` unblocks.

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Unknown directive type "coroutinemethod".

```
.. coroutinemethod:: put(item)
```

Put an item into the queue. If the queue is full, wait until a free slot is available before adding the item.

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Unknown directive type "method".

```
.. method:: put_nowait(item)
```

Put an item into the queue without blocking.

If no free slot is immediately available, raise `:exc:`QueueFull``.

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Unknown directive type "method".

```
.. method:: qsize()
```

Return the number of items in the queue.

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Unknown directive type "method".

```
.. method:: task_done()
```

Indicate that a formerly enqueued task is complete.

Used by queue consumers. For each `:meth:`~Queue.get`` used to fetch a task, a subsequent call to `:meth:`task_done`` tells the queue that the processing on the task is complete.

If a `:meth:`join`` is currently blocking, it will resume when all items have been processed (meaning that a `:meth:`task_done`` call was received for every item that had been `:meth:`~Queue.put`` into the queue).

Raises `:exc:`ValueError`` if called more times than there were items placed in the queue.

Priority Queue

A variant of `:class:`Queue``; retrieves entries in priority order (lowest first).

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Unknown interpreted text role "class".

Entries are typically tuples of the form `(priority_number, data)`.

LIFO Queue

A variant of `:class:`Queue`` that retrieves most recently added entries first (last in, first out).

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Unknown interpreted text role "class".

Exceptions

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Unknown directive type "exception".

```
.. exception:: QueueEmpty
```

This exception is raised when the `:meth:`~Queue.get_nowait`` method is called on an empty queue.

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Unknown directive type "exception".

```
.. exception:: QueueFull
```

Exception raised when the `:meth:`~Queue.put_nowait`` method is called on a queue that has reached its `*maxsize*`.

Examples

Queues can be used to distribute workload between several concurrent tasks:

```
import asyncio
import random
import time

async def worker(name, queue):
    while True:
        # Get a "work item" out of the queue.
        sleep_for = await queue.get()

        # Sleep for the "sleep_for" seconds.
        await asyncio.sleep(sleep_for)

        # Notify the queue that the "work item" has been processed.
        queue.task_done()

        print(f'{name} has slept for {sleep_for:.2f} seconds')

async def main():
    # Create a queue that we will use to store our "workload".
    queue = asyncio.Queue()

    # Generate random timings and put them into the queue.
    total_sleep_time = 0
    for _ in range(20):
        sleep_for = random.uniform(0.05, 1.0)
        total_sleep_time += sleep_for
        queue.put_nowait(sleep_for)

    # Create three worker tasks to process the queue concurrently.
    tasks = []
    for i in range(3):
        task = asyncio.create_task(worker(f'worker-{i}', queue))
        tasks.append(task)
```

```
# Wait until the queue is fully processed.
started_at = time.monotonic()
await queue.join()
total_slept_for = time.monotonic() - started_at

# Cancel our worker tasks.
for task in tasks:
    task.cancel()
# Wait until all worker tasks are cancelled.
await asyncio.gather(*tasks, return_exceptions=True)

print('===')
print(f'3 workers slept in parallel for {total_slept_for:.2f} seconds')
print(f'total expected sleep time: {total_sleep_time:.2f} seconds')

asyncio.run(main())
```