

Creating Coroutines



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Kotlin

Coroutines



Coroutines process background tasks without the overhead of multithreading

Coroutine builders

Suspend functions

Coroutine scopes

Coroutine contexts

Structured concurrency

Cooperative code

Kotlin coroutines are the future!



AsyncTask



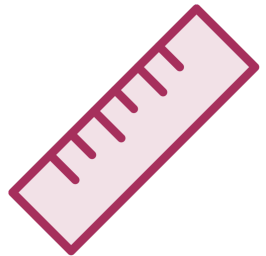
Memory leaks



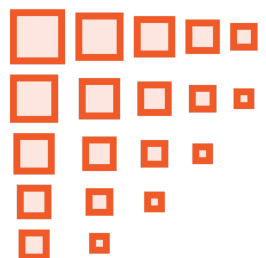
Multithreading complexity



Steep learning curve



Not good for longer tasks



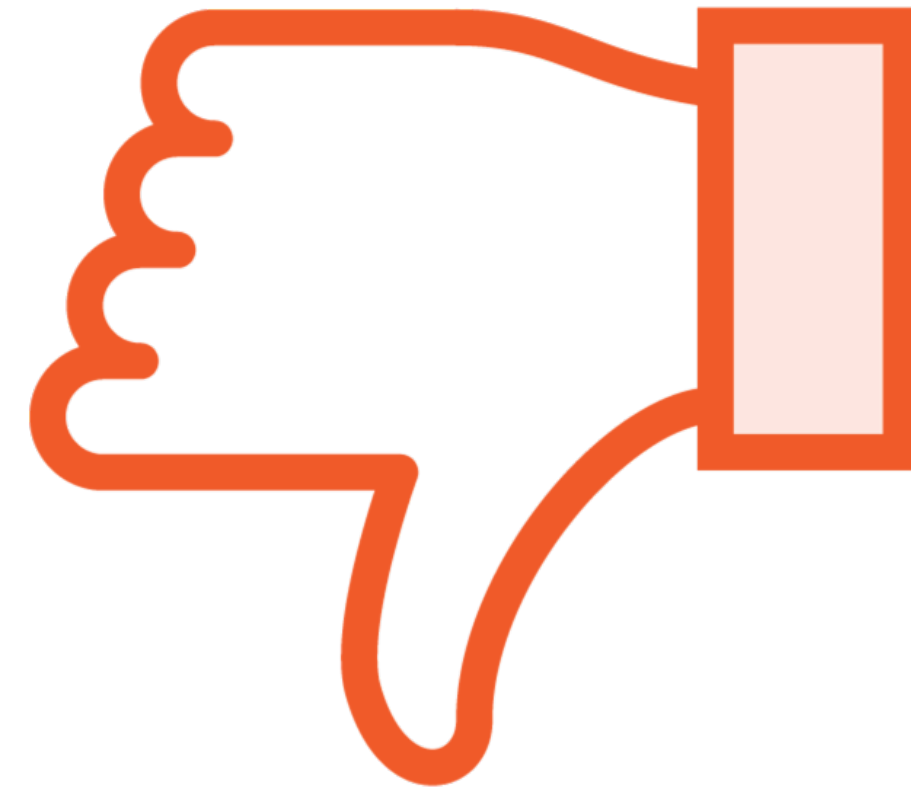
Deprecated in Android 11 (API Level 30)



Executor



Offers some improvements

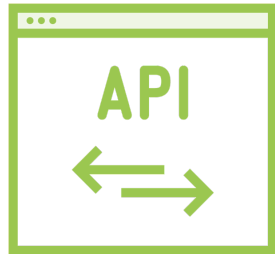


**Doesn't avoid multithreading and
the associated complexity**

Meet Kotlin Coroutines



Easier to avoid problems, such as memory leaks



Simpler API



Simpler error handling



Coroutines are not threads

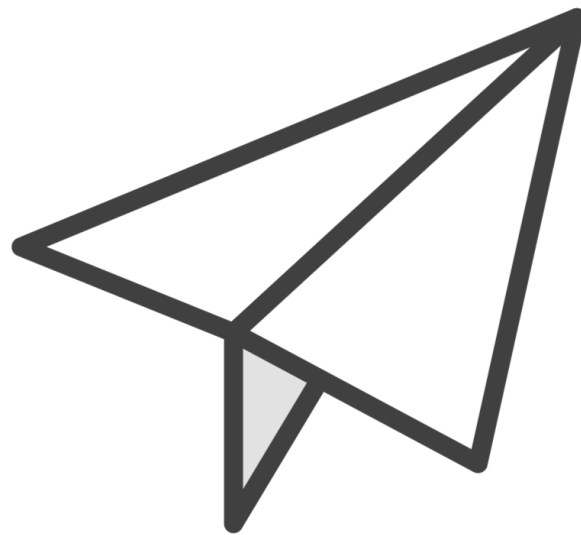


Coroutines can run on the main thread, without blocking!



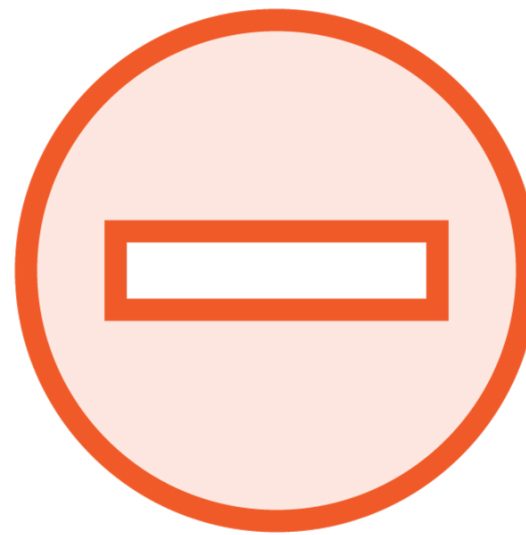
Coroutine Builders

As the name suggests, coroutine builders create a new coroutine.



async

**Creates a coroutine that
returns a value**



launch

**Creates a coroutine that
does not return a value**



runBlocking

**For now, think of it as a
sandbox for coroutines**



Coroutine Builders

```
fun main() {  
    runBlocking {  
        launch {  
            println("I'm running inside a coroutine!")  
        }  
    }  
}
```

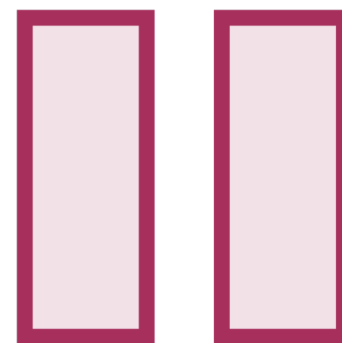


Kotlin Coroutines

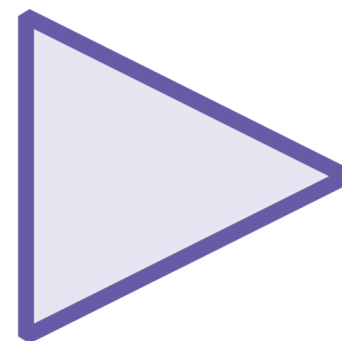


Kotlin coroutines are an 'instance of suspendable computation'

Kotlin coroutines are not threads



Suspending a coroutines, pauses it, without blocking the thread



Coroutines are later resumed and continue to run



Suspend Functions

```
fun main() {  
    runBlocking {  
        launch {  
            delay(500)  
            println("I'm running inside a coroutine")  
        }  
    }  
}
```



Suspend Functions

```
fun main() {  
    runBlocking {  
        launch {  
            mySuspendableFunction()  
        }  
    }  
}  
  
suspend fun mySuspendableFunction() {  
    delay(500)  
    println("I'm running inside a coroutine")  
}
```

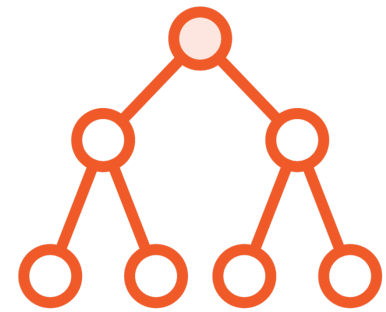
Cooperative code



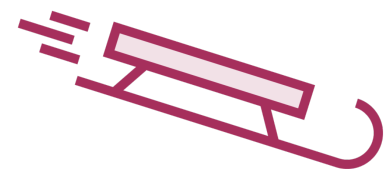
Kotlin coroutines are not a
feature of Android



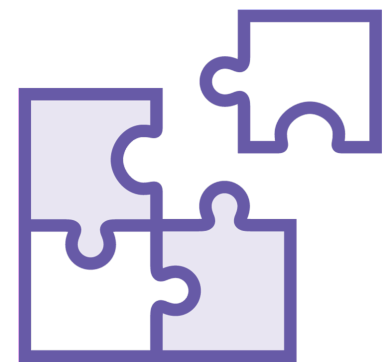
Structured Concurrency



Coroutines arranged in parent/child relationships



Child coroutines should finish before parents



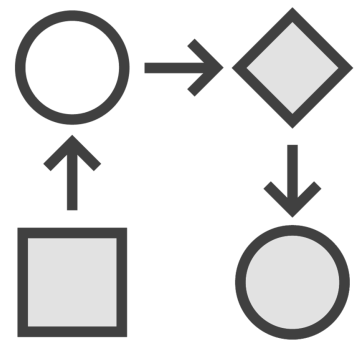
Prevents orphaned coroutines



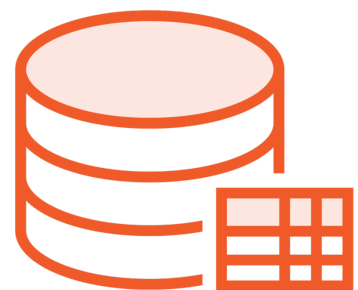
CoroutineScope



GlobalScope



LifecycleScope



viewModelScope

Coroutine scopes manage the lifecycle of coroutines



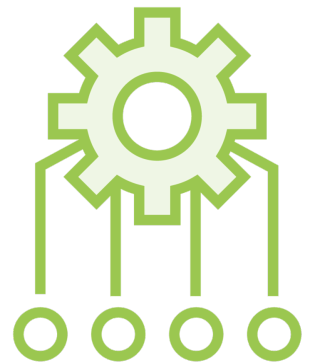
CoroutineContext



Define the environment for a CoroutineScope



A Job is a reference to a CoroutineScope (or coroutine)



A Dispatcher is the type of thread the CoroutineScope will run in



Dispatchers

Default

IO

Main

Unconfined



CoroutineScope

```
val scope = CoroutineScope(Dispatchers.Default)
```



CoroutineScope

```
val scopeJob = Job()  
val scope = CoroutineScope(Dispatchers.Default)
```



CoroutineScope

```
val scopeJob = Job()  
val scope = CoroutineScope(Dispatchers.Default + scopeJob)
```



CoroutineScope

```
val scopeJob = Job()
val scope = CoroutineScope(Dispatchers.Default + scopeJob)
val coroutineJob = scope.launch {
    delay(500)
    println("I'm running inside of a coroutine with a custom CoroutineContext")
}
```



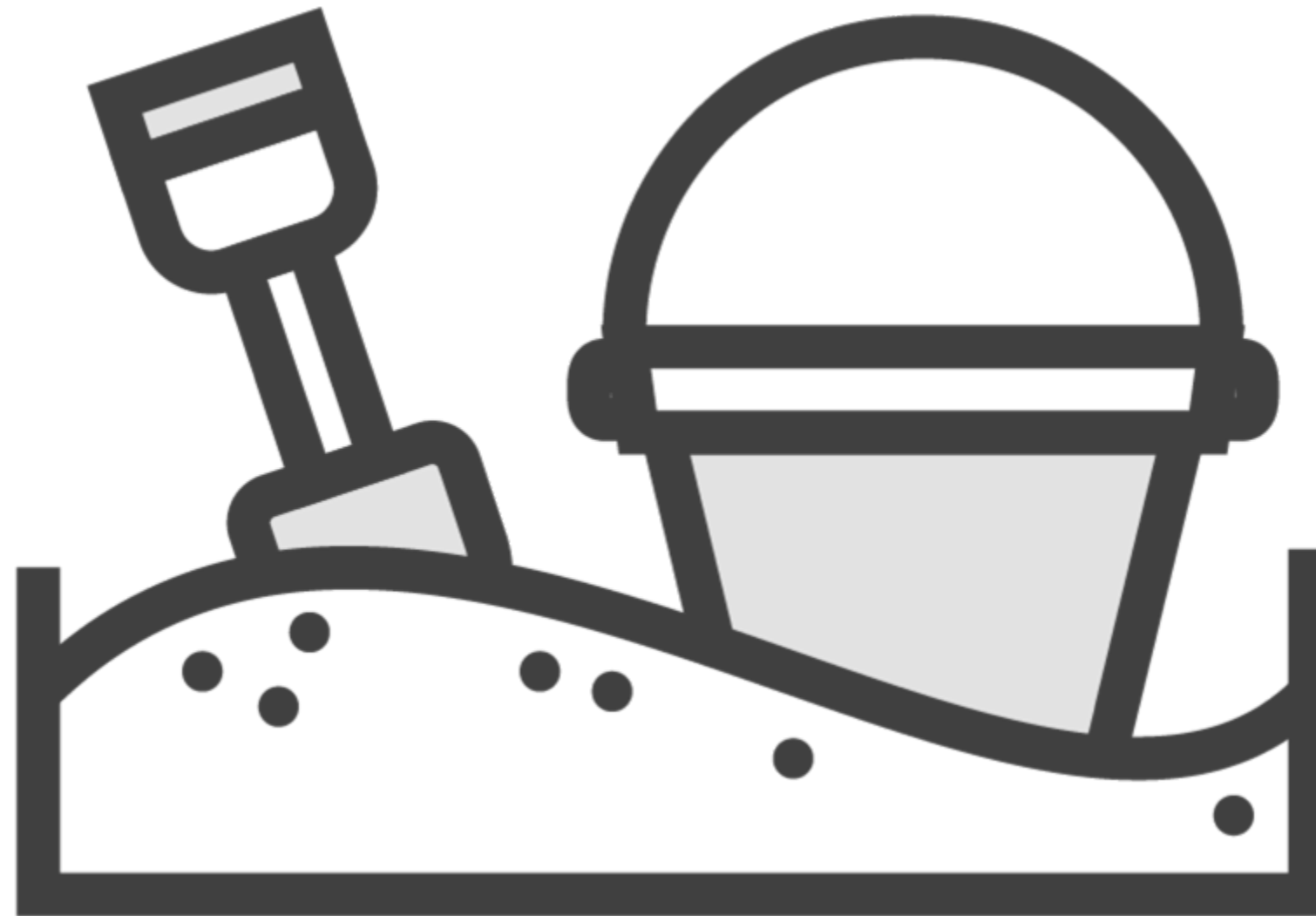
CoroutineScope Builders

`coroutineScope`

`withContext`



runBlocking as a Coroutine Container



Use Cases for `runBlocking`



**A bridge between blocking code
and coroutines**



Unit testing

runBlocking in Console Apps

What in the world are coroutines?

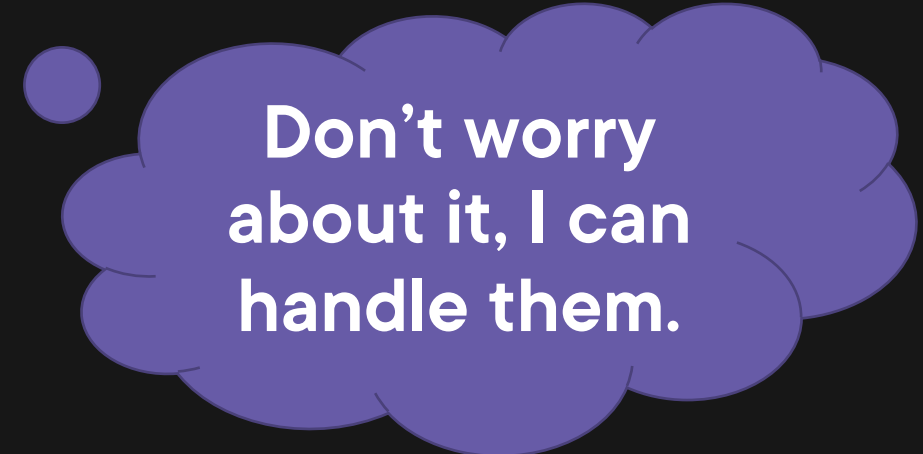
```
fun main() {
```

```
}
```



runBlocking in Console Apps

```
fun main() {  
    runBlocking {  
    }  
}
```



Don't worry
about it, I can
handle them.



runBlocking in Console Apps



Go for it!

```
fun main() {  
    runBlocking {  
        launch {  
            delay(...)  
        }  
    }  
}
```



GlobalScope

```
fun main() {  
    GlobalScope.launch {  
        delay(...)  
        println(...)  
    }  
}
```

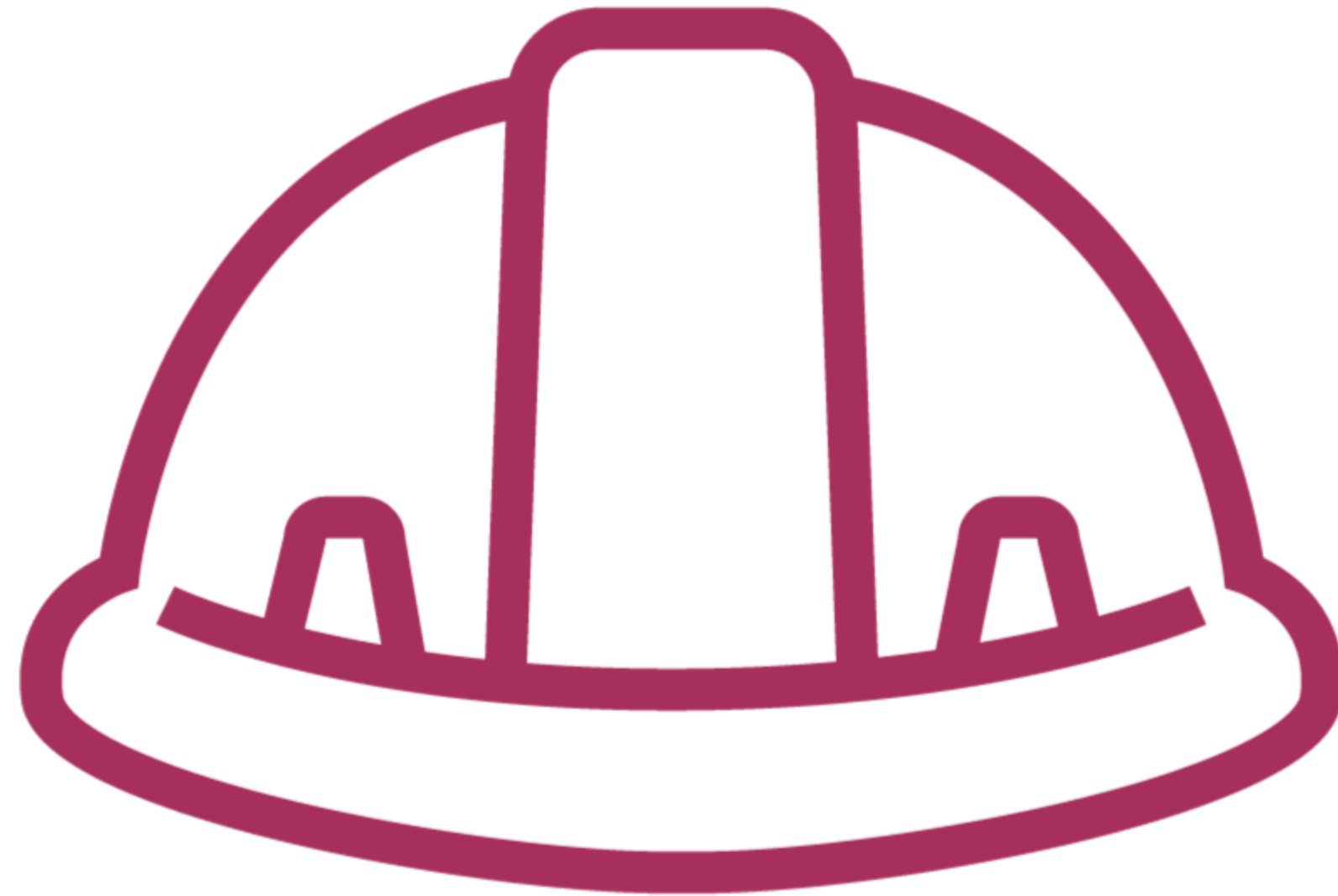


GlobalScope

```
fun main() {  
    GlobalScope.launch {  
        delay(...)  
        println(...)  
    }  
    Thread.sleep(...)  
}
```



GlobalScope Is Dangerous



Moral of the Story



Don't use `GlobalScope`



**Use `runBlocking` as a bridge
between blocking code and
coroutines, or in unit tests**

Summary



Kotlin coroutines improve upon the past attempts at Android background processing

Coroutine builders

- launch returns no value
- async returns a value
- runBlocking is for special cases

Cooperative code

- Suspend functions



Summary



Coroutine scopes

- Parent/child relationships
- Manage coroutine lifecycles
- Coroutine contexts, dispatchers, jobs
- Avoid using the `GlobalScope`
- `coroutineScope` builder

Reference coroutines and coroutine scopes with jobs

Kotlin coroutines are not specific to Android

