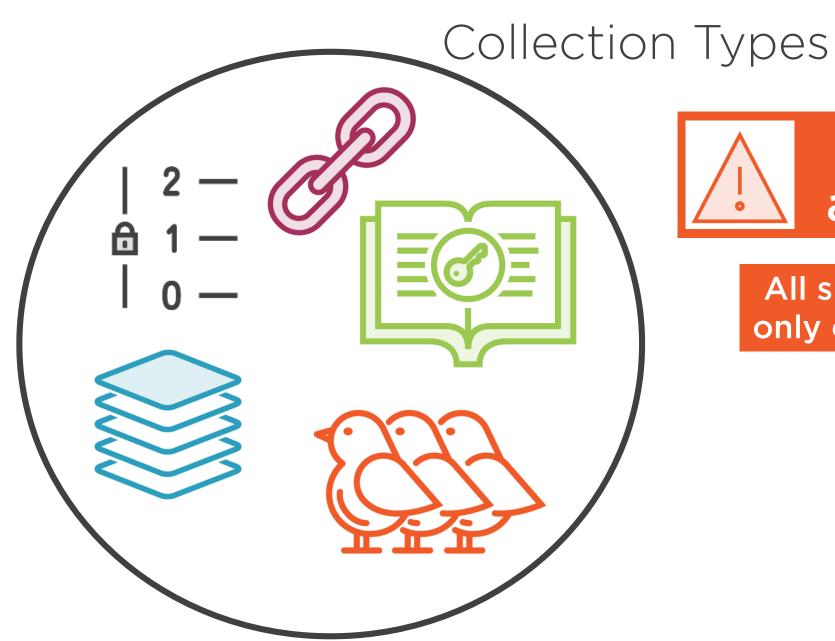
Concurrency and Concurrent Collections



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None of these are thread-safe

All should be used from only one thread at a time

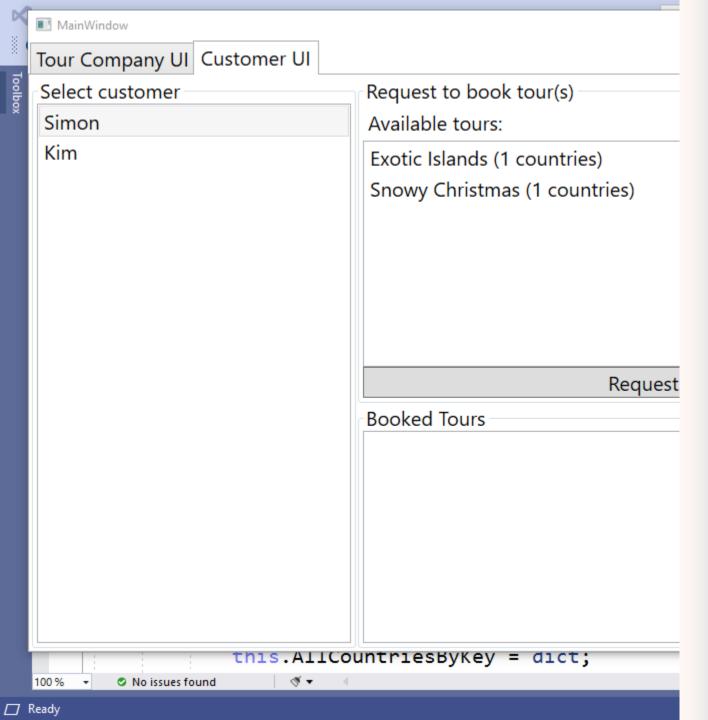
Overview



Concurrent collections

- Coding with ConcurrentQueue<T>
- Concurrent collections replicate standard collection features
- But they are often different in how you must use them





Customers can make tour booking requests

Requests are all on the same thread

Multiple threads more likely in a real app

Queue<T> is not thread-safe

- So risks data corruption with multiple threads

Demo



Concurrency

- Replace Queue<T> with ConcurrentQueue<T>
- Will still only have one customer
- But customer can make simultaneous requests
- Will do this asynchronously



Enqueuing and Dequeuing

Queue<T>

ConcurrentQueue<T>

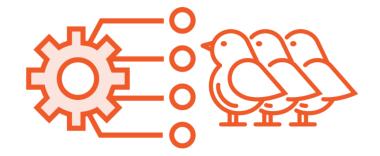
Dequeue()

TryDequeue()

Enqueue()

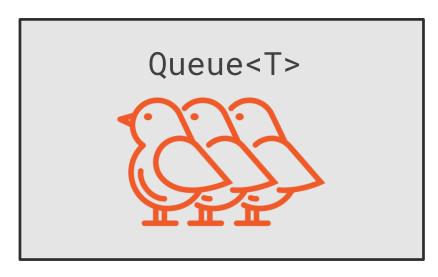
Enqueue()

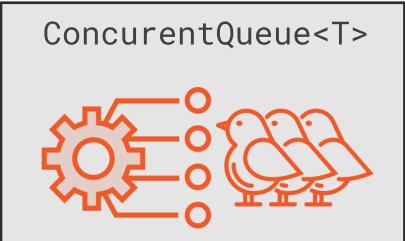






Queue<T> vs. ConcurrentQueue<T>





Functionality is largely the same

But details of methods differ

- ConcurrentQueue has no Dequeue() or Peek()
- Because some standard operations need adapting for multiple threads

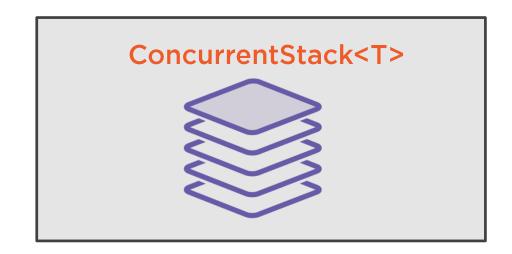


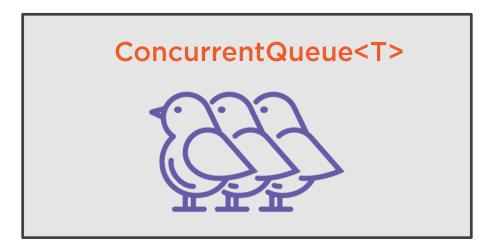
Concurrent collections don't always function the same way as their standard equivalents



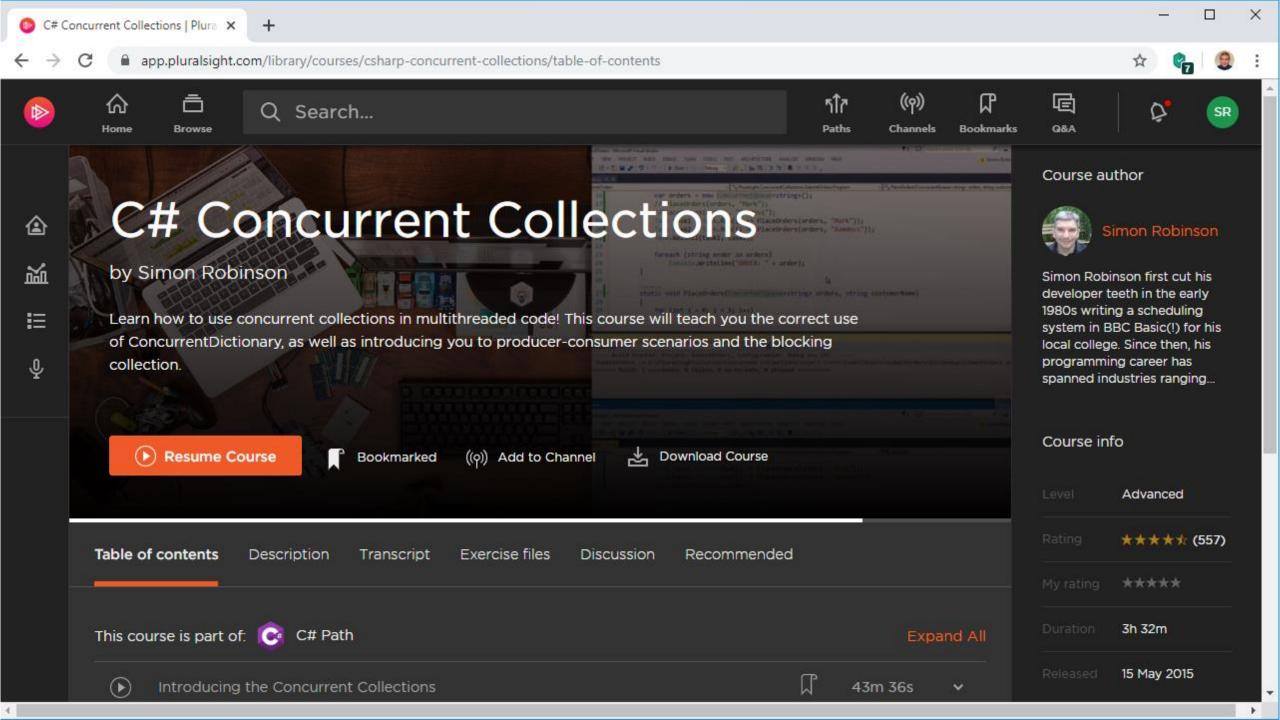
There Aren't Many Concurrent Collections











Summary



Concurrent collections

- Thread safe alternative to standard collections
- Mimic standard collection features
- But concurrency enforces differences in logic

Next up: Sets

