

# std::async() and Launch Options Solutions

# Launch Options

- Write down a statement which uses `std::async()` to execute a task function `func()`, in which
  - The task executes in a separate thread
  - `std::async(std::launch::async, func);`
  - The task executes in the same thread
  - `std::async(std::launch::deferred, func);`

# Launch Policies

- Examine the effects of different launch policies in the following:

```
int func()
{
    return 42;
}
```

```
auto result = std::async(func);
std::cout << result.get() << '\n';
```

- Add suitable print statements to show
  - When the task function is called
  - Which thread it is called in
- Explain your results

# Async Launch Policy

- A new thread starts immediately
- `func()` executes in this new thread
- `main()` continues to execute
- `main()` calls `get()`
- The `get()` call blocks until `func()` completes
- The result from the thread can now be used

# Deferred Launch Policy

- `main()` continues to execute
- `main()` calls `get()`
- `func()` executes in the main thread
- The main thread blocks until `func()` returns
- The result from the thread can now be used

# Default Launch Policy

- The output is either the same as for the async policy,
- Or the same as for the deferred policy
- The implementation is allowed to use either