

#### Welcome

## Rearchitect your code

towards async/await





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# Godls target

CPU-bound vs 10-bound

Threads and Tasks

Async best-practices

Why async is the future

## Premise



# The die is Cassian Cas

#### javascript Fccore

ret = await anim(elem);
}
catch(e) { /\* ignore and keep going \*/ }
return ret;

try {

let ret = null;

for(const anim of animations) {

async function chainAnimationsPromise(elem, animations)

```
$ npm install babel-plugin-syntax-async-functions$ npm install babel-plugin-transform-async-to-generator
```

## httpclient

```
using (var client = new HttpClient()) {
 var response = await
    client.GetAsync("api/products/1");
 if (response.lsSuccessStatusCode)
    var product = await
     response.Content.ReadAsAsync<Product>();
```

### Azure SDK

```
var queryable =
client.CreateDocumentQuery<Entity>(...)
  .AsDocumentQuery();
while (queryable.HasMoreResults)
 foreach(var e in await
queryable.ExecuteNextAsync<Entity>())
   // Iterate through entities
```

## async async event-driven



## T358

uniform



# Tash 10-bound



# Tash CPU-bound



## Recap best-practices

Use async Task instead of async void

Async all the way, don't mix blocking and asynchronous code

## Async / await

# 

## It kicks your Servers

#### **NServiceBus**

Azure Service Bus 26 times

Azure Storage Queues 6 times

MSMQ 3 times

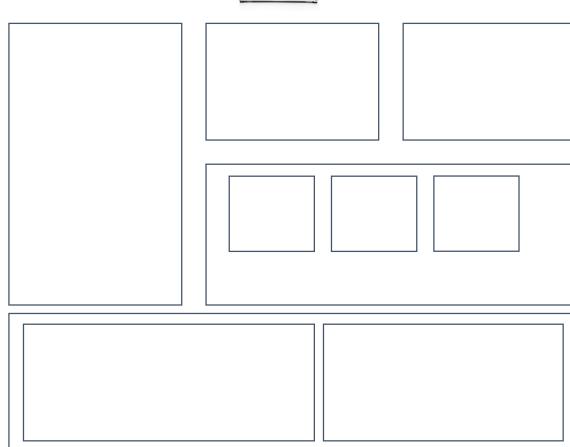
more message throughput



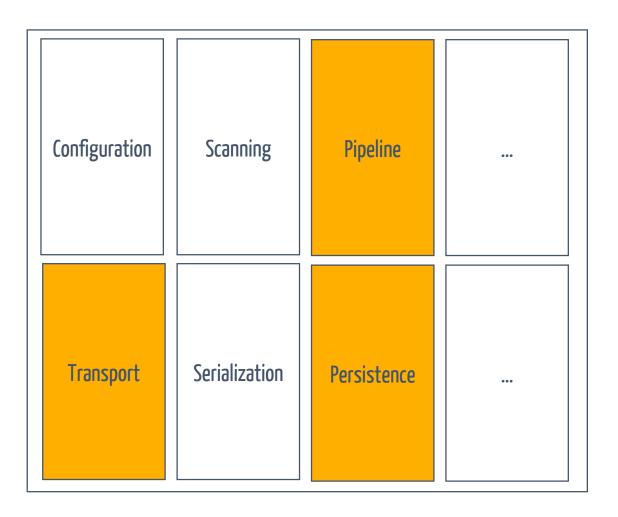


### Identify

10-bound

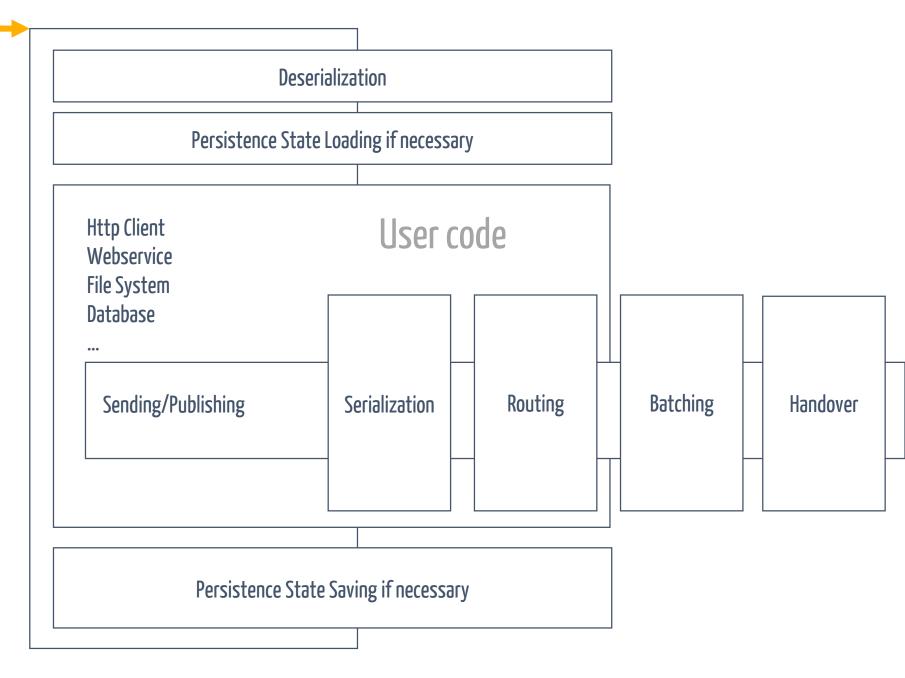


#### NServiceBus 10-bound



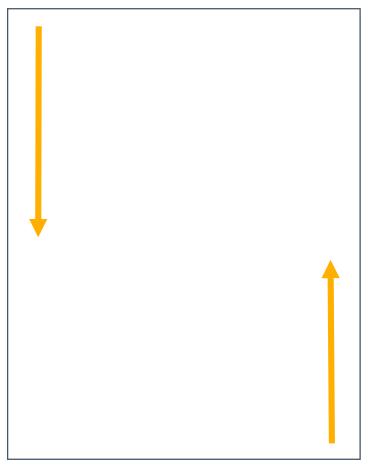


#### NServiceBus 10-bound



## Explore<br/>10-bound

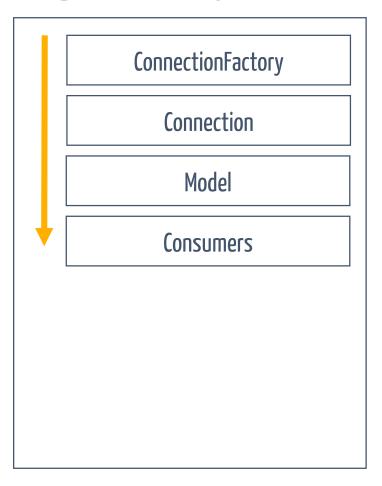
#### High-level Spike



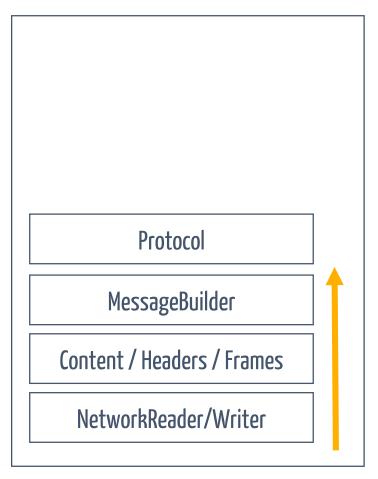
Low-level Spike

### RabbitMQ Client 10-bound

#### High-level Spike



### RabbitMQ Client 10-bound



Low-level Spike



Event handlers Locks Monitor Semaphore / Mutex Auto / ManualResetEvent Ref/Out parameters Thread Ambient state 10-bound calls in 3<sup>rd</sup> Party libs Remote Procedure Calls

#### **Event handlers**



```
public delegate void EventHandler(Object sender, EventArgs e);
public delegate void EventHandler<TEventArgs>(Object sender, TEventArgs e);
async void MyEventHandler(object sender, EventArgs e)
    await Task.Yield();
    throw new InvalidOperationException();
```

#### ManualResetEvent



```
var syncEvent = new ManualResetEvent(false);
```

```
var t1 = Task.Run(() => {
 "Entering wait".Output();
 syncEvent.WaitOne();
 "Continue".Output();
ar t2 = Task.Run(() => {
 Thread.Sleep(2000);
 syncEvent.Set();
});
```

await Task.WhenAll(t1, t2);

01:08:14:093: Entering wait 01:08:16:094: Continue



#### void stinks wait smells

#### Remember

Async all the way means avoid blocking code



```
var locker = new object();
lock (locker)
{
   await Task.Yield();
}
```

Error CS1996 Cannot await in the body of a lock statement

http://stackoverflow.com/questions/7612602/why-cant-i-use-the-await-operator-within-the-body-of-a-lock-statement



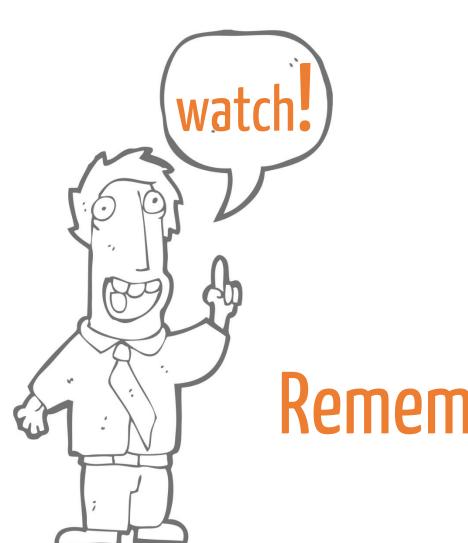
```
static async Task Out(string content, out string parameter)
 var randomFileName = Path.GetTempFileName();
 using (var writer = new StreamWriter(randomFileName))
  await writer.WriteLineAsync(content);
 parameter = randomFileName;
```

Error CS1988
Async methods cannot have ref or out parameters

#### Ambient state



```
class ClassWithAmbientState
static ThreadLocal<int> ambientState =
   new ThreadLocal<int>(() => 1);
 public void Do()
  ambientState.Value++;
```



Older constructs bound to threads fall apart in the async/await world

Remember

# think 3 3

Terminology

Why

WrapUp

## Recap reminder

Use Task.Run, Factory.StartNew for CPU-bound work

Use Task directly for IO-bound work

Use async Task instead of async void

## Recap reminder

Libraries and frameworks should use ConfigureAwait(false)

Async all the way, don't mix blocking and asynchronous code

### Slides, Links...

github.com/danielmarbach/RearchitectTowardsAsyncAwait



## await Q & A



##