

Defining Functions and Running them with Coroutine Builders



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Coroutine Builders



Coroutines have to be run inside a 'context'

- Define 'builders' to do this

Calling certain functions only make sense inside this context

- e.g. 'delay'
- Must mark these with 'suspend' keyword



World of Coroutines

Coroutines have to be 'managed'

- Run inside a 'context'

Need to build this 'context'

This is the role of coroutine builders

- 'launch', 'runBlocking' and others



Demo



Running coroutines



Summary



Use coroutine builders to run coroutines

Many different builders

- launch, runBlocking

Suspend functions can only run in coroutine context

Use runBlocking to bridge blocking and non-blocking worlds



What's Next

