

```
from collections import deque
from threading import Thread
```

```
class asynchronous(object):
```

```
    def __init__(self, func):
```

```
        self.func = func
```

```
    def threaded(*args, **kwargs):
```

```
        self.queue.append(self.func(*args, **kwargs))
```

```
    self.threaded = threaded
```

```
def __call__(self, *args, **kwargs):
```

```
    return self.func(*args, **kwargs)
```

```
def start(self, *args, **kwargs):
```

```
    self.queue = deque()
```

```
    thread = Thread(target=self.threaded, args=args, kwargs=kwargs);
```

```
    thread.start();
```

```
    return asynchronous.Result(self.queue, thread)
```

```
class NotYetDoneException(Exception):
```

```
    def __init__(self, message): self.message = message
```

```
class Result(object):
```

```
    def __init__(self, queue, thread):
```

```
        self.queue = queue
```

```
        self.thread = thread
```

```
    def is_done(self):
```

```
        return not self.thread.is_alive()
```

```
    def get_result(self):
```

```
        if not self.is_done():
```

```
            raise asynchronous.NotYetDoneException('the call has not yet complet
```

```
        if not hasattr(self, 'result'):
```

```
            self.result = self.queue.popleft()
```

```
        return self.result
```