Concurrent Programming in Erlang

Erlang concurrency so far

We've come to the end of our case study of the frequency server.

We'll conclude this week with another two presentations from Joe Armstrong, who will talk about how to build various concurrency primitives using Erlang and provide a canonical example of client-server.

But first, now is a good time to pause and reflect. How are you getting on with Erlang concurrency? You might like to discuss how it compares to your experience of concurrency in other languages. Or you could comment on any particular features that you find difficult or confusing, or those that you find intuitive or elegant. Remember to 'like' those comments that you find especially helpful, or that raise important questions.

© University of Kent

Pulling it all together Activity intro Enhancing the frequency server - reflection reflection