Async and Iterator Support

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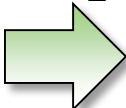
pluralsight
hardcore dev and IT training

Async and Iterator Pattern
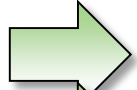
- **PostSharp v2**
  - Entry
  - Execute
  - Success
  - Exit
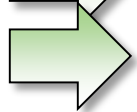 → Foreach
    - Yield
    - Resume

- **PostSharp v3.1**
  - Entry
  → Foreach
    - Yield
    - Resume
  - Success
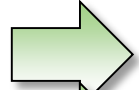 - Exit

IOnStateMachineBoundaryAspect
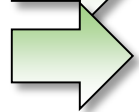
Can be added to any aspect

Is implemented by OnMethodBoundaryAspect

- □ override OnResume
- □ override OnYield

Summary

➡ v3.1 has much better support for Async and Iterators

➡ Current OnMethodBoundaryAspects are easy to modify