6-swanodette-10K-processes

Benefits

In this exercise you'll gain understanding of the following:

- how to use core.async to separate out the calculation and display parts of your code
- how to use core.async to send a queue of updates to the display layer

Assumptions

- You have Leiningen installed.
- You have an internet connection (if you don't have this then we can copy the maven archive across)
- You have worked through the previous exercises

Code to Read

lambdajam-2014-core.async-workshop\6-swanodette-10K-processes\10,000
Processes.html (view in web browser)

Things to Note In the Code

- this is a copy of the page code by David Nolen at http://swannodette.github.io/2013/08/02/100000-processes/
- 2. we're not editing the code just reading it, to keep things simple
- 3. the code is kicked off by the let block at the bottom
- 4. the render-loop function returns a channel of length 1000 to the let block called in
- 5. the render-loop function has an empty core.async queue called refresh
- 6. the first go block is in the render-loop function
- 7. the second go block is in the let block at the bottom
- 8. the render! function takes a queue that is not a core.async queue
- 9. the let block puts items on the in queue which are a sequence of [random-cell-id random-colour]
- 10. the render-loop function reads the core.async queue in and an empty queue called refresh and then pushes a non-core.async queue called queue to the render! function
- 11. the render! function sets a cell's value and colour by reading the queue of items containing [cell-id colour]

Code Model

This is a quick way to understand what is going on in the code:

<insert diagram here>

Activities

- 1. Open the page lambdajam-2014-core.async-workshop\6-swanodette-10K-processes\10,000 Processes.html in your web browser
- 2. Observe that there isn't a 'blockiness' or a 'scanning' effect in the updates.

Questions for Reflection

1. Do you think 'process' or 'worker' is a more helpful term to describe the individual go block instances running?