

# Asynchronous Programming Demystified

<http://submain.com/webcasts/asynchronous-programming-demystified/>  
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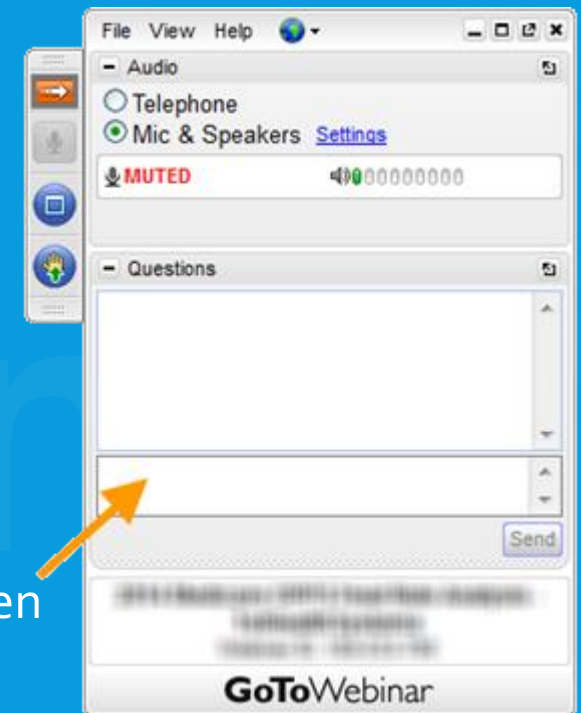
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## Asking A Question

- Use the Questions window in the panel on the right of your screen
- Questions will be addressed at the end of the webcast

## Recording

- A recording download link will be sent to all registrants within a few days



# Agenda

- Overview of Async Patterns
- Introduction to async/await
- Asynchrony and Parallelism
- Benefits of async/await
- Demo
- Future Async webinars
- Q&A

# Introduction

Presenter



**Stephen Cleary**

Microsoft MVP

(g)host



**Serge Baranovsky**

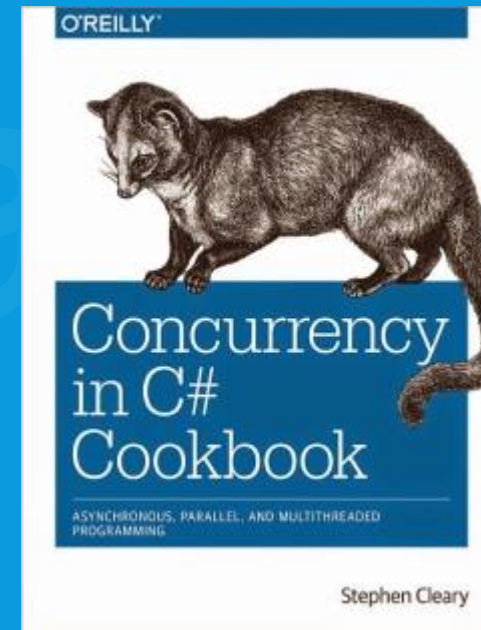
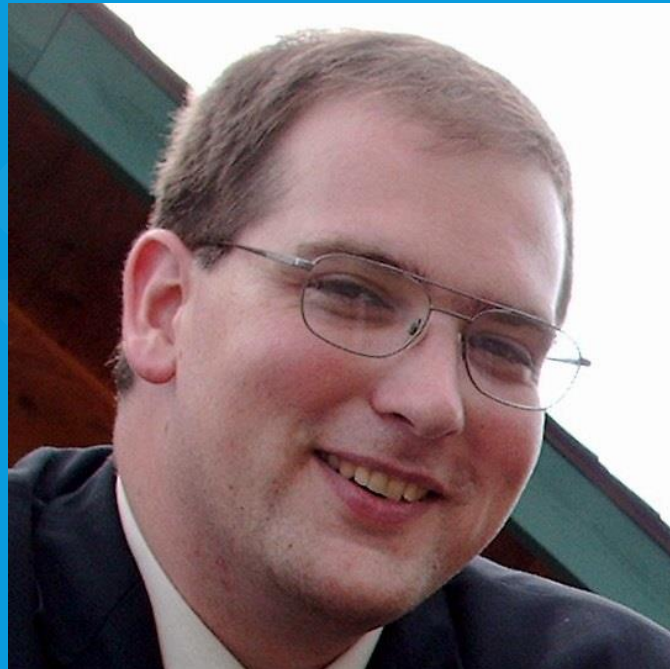
Principal, SubMain

# Stephen Cleary

stephencleary.com



- C# Microsoft MVP
- Concurrency in C# Cookbook (O'Reilly)



# Introduction to async/await

# Overview of Async Patterns

- Async/await use the Task-based Async Pattern (TAP)
  - `Task SampleAsync();`
- Older: Event-based Async Pattern (EAP)
  - `void SampleAsync();`
  - `event SampleCompleted;`
- Older: Async Programming Model (APM)
  - `IAsyncResult BeginSample();`
  - `EndSample();`

# Syntax

- Pair of keywords (async + await)

```
int Test()
{
    Thread.Sleep(100);
    return 13;
}

async Task<int> TestAsync()
{
    await Task.Delay(100);
    return 13;
}
```



# What “async” means

- Enables the await keyword in that method.
- Creates a state machine for the method.

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

# What “await” means

- An await expression takes one argument – an “awaitable” (usually a Task or Task<T>).
  - This “awaitable” represents an *asynchronous operation*.

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

```
async Task<int> TestAsync()  
{  
    var delayTask = Task.Delay(100);  
    await delayTask;  
    return 13;  
}
```

# What “await” means

- Await will *pause* its async method until the operation completes.
  - If operation is already completed -> don't pause.
  - If operation faults -> raise exception.
- Resume executing in a *captured context* by default.

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

# What “await” means

- When await pauses:
  - Returns an incomplete task to its caller.
- When async method completes:
  - Completes the task that was returned earlier.
- The task *represents the method*.

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

# Captured Context

- When await resumes:
  - SynchronizationContext.Current or TaskScheduler.Current
- What that means in practice:
  - UI context, ASP.NET request context, or thread pool.
- Avoiding context: use ConfigureAwait(false).

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

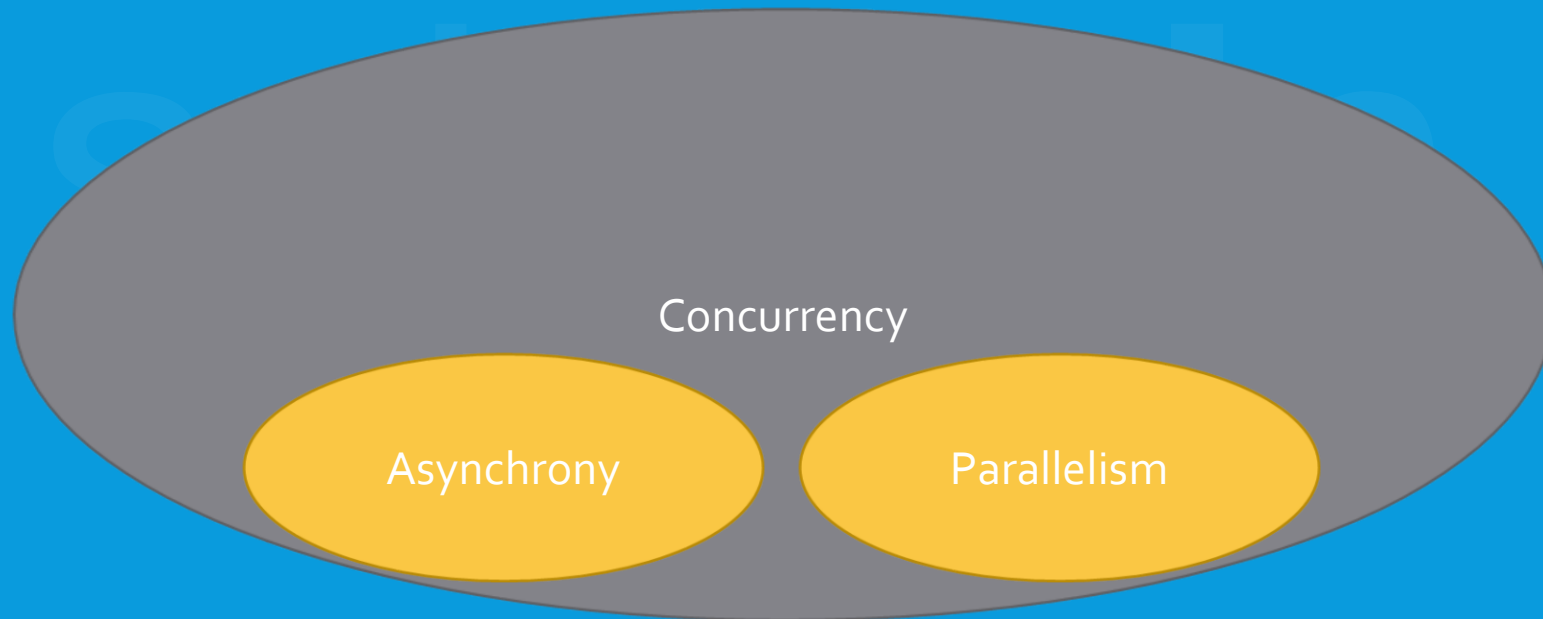
# What “await” doesn’t mean

- Nothing to do with threads.
  - Not at all like “asynchronous delegates”.
  - Does not run the code on a background thread.
  - Does not parallelize your code.

```
async Task<int> TestAsync()  
{  
    await Task.Delay(100);  
    return 13;  
}
```

# Asynchrony != Parallelism

- Each have their uses.
  - Asynchrony – I/O, events.
  - Parallelism – CPU-bound processing.



# Benefits of async/await

- ☑ Responsiveness on the client side
- ☑ Scalability on the server side
- ☑ Naturally-asynchronous code has async APIs
- ☑ Naturally-synchronous code stays synchronous
- ☑ Asynchronous code is clean – no callbacks!



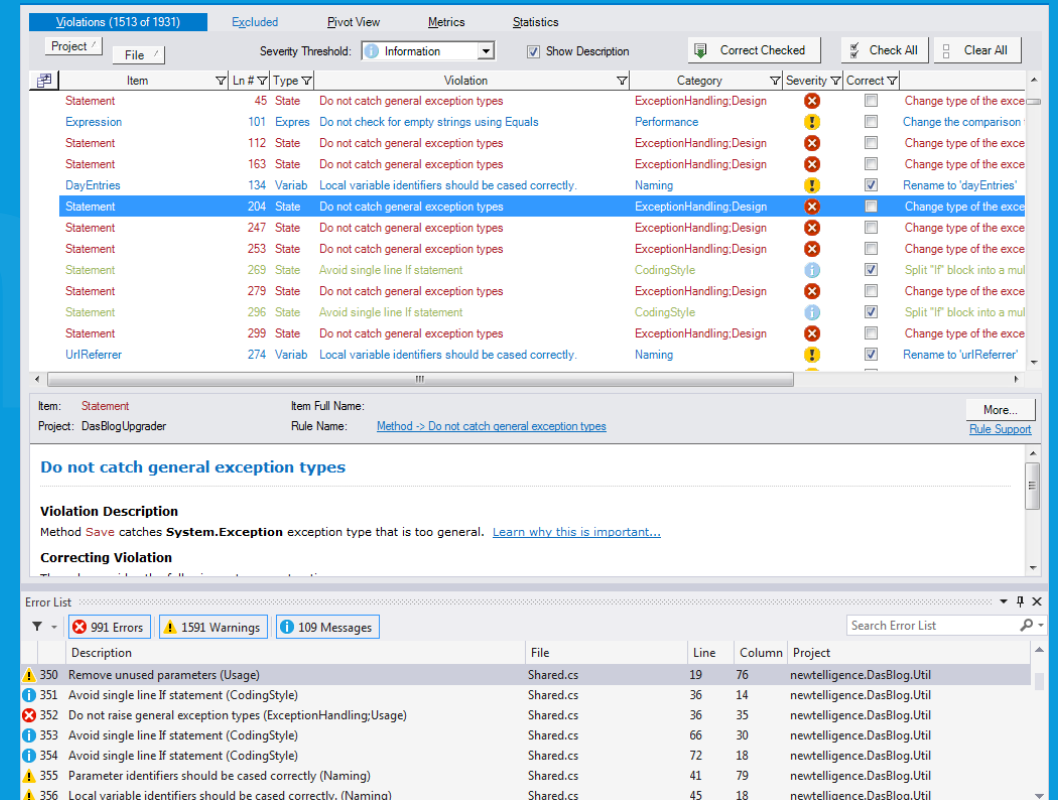
# What is CodeIt.Right

**CodeIt.Right**



# What is CodeIt.Right

- Code Quality Analysis and Metrics
- Automated Code Review process
- Automated way to discover and fix code smells
- Automatic and safe refactoring of issues into conforming code
- Ensure your code adheres to (your) predefined design requirements and best coding practices



# What is CodeIt.Right - continued

- Instant Code Review – real-time code checking
- OnDemand Analysis
- Source Control Check-In Policy
- Build Process Integration
- Hundreds of rules
  - Security, Performance, Usage, Design, Maintainability, Exception Handling, Globalization, Async, and more



The screenshot displays a Visual Studio code editor with a C# file named `Person.cs`. The code defines a `Person` class that inherits from `Serializable`. It includes private fields for `_firstName`, `_middleName`, `_lastName`, `_email`, and `_contactInformation`. A public event `ContactInformationChanged` is declared. A warning from CodeIt.Right is shown, stating: "Warning: Implement ISerializable for serializable classes that expose events". The warning text explains that the `Person` class has the `Serializable` attribute and an exposed event, but it does not implement the `ISerializable` interface. It notes that this can lead to serialization failures for non-null delegates. Below the warning, two correction options are provided: "Implement the 'System.Runtime.Serialization.ISerializable' interface" and "Ignore This Violation".

```
1 <Serializable> _
2 Public Class Person
3
4 #Region "Private Fields"
5
6 Private _firstName As String
7 Private _middleName As String
8 Private _lastName As String
9 Private _email As String
10 Private _contactInformation As ContactInformation
11
12 #End Region
13
14 #Region "Public Events"
15
16 Public Event ContactInformationChanged As EventHandler
17
18 #End Region
19
20 Public Properties
21
22
23
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```

Warning: Implement ISerializable for serializable classes that expose events

Type CustomSerializationDemoVB.Person has **System.SerializableAttribute** attribute and has an exposed event `ContactInformationChanged`. For each event, both the Visual Basic and the C# compiler define a hidden delegate field. Delegate types aren't serializable and any attempt to serialize an instance that contains non-null delegates will fail. [more...](#)

Correction Options

- ➔ [Implement the "System.Runtime.Serialization.ISerializable" interface](#)
- ⊗ [Ignore This Violation](#)

# Demo

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- Demo #1 – **Correct** async code
- Demo #2 – Async naming convention
- Demo #3 – Async void
- Demo #4 – Blocking on async code
- Demo #5 – Async code blocking
- Demo #6 – Fake-async code
- Demo #7 – Using ContinueWith

# Asynchronous Programming

- Async confusing? **CodeIt.Right** will guide
- CodeIt.Right Async rule set:
  - Async method should have "Async" suffix
  - Async method should have await statement
  - Async method should return Task or Task<T>
  - Async method - avoid "out" and "ref" parameters
  - Async method - await for completion
  - Await statement - method should be async
  - Async method - call Start on the Task
  - Async method - do not use Task.Yield
  - Async method - do not use Task.Wait
  - Async method should not be Sub
  - Async method parameters should be the same to synchronous counterpart
  - Async method - transform to non-async if simple

# Poll

- Future Async webinars

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# Q&A

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## Questions?

Email - [customer-service@submain.com](mailto:customer-service@submain.com)

Video - [submain.com/codeit.right/video](http://submain.com/codeit.right/video)

Download the free CodeIt.Right trial at [submain.com/codeit.right](http://submain.com/codeit.right)

Contact Stephen Cleary: [stephencleary.com](http://stephencleary.com)

**1 (800) 936-2134**

