

Would you like to write cleaner, stronger, better code?

Avoid indentation headaches? Use less memory?

Of course, it's a no-brainer, really.

You'll be happy to know the team here at Razeware has just launched a shiny, new book that demonstrates the magic of coroutines, a succinct tool in Kotlin for asynchronous programming. And we're delighted to share it with you.

[‘Kotlin Coroutines by Tutorials’](#) is your comprehensive guide to understanding, practising and harnessing the power of coroutines so you can build more capable and sophisticated applications in Kotlin and Android.

[<Get your copy here and start optimising your code>](#)

Is it for me?

This guide has been written for intermediate developers, looking to up their game. If you want to broaden your understanding of concurrent programs, multithreading and channel communication in Kotlin then you've come to the right place.

I'm listening...what's all the fuss about?

Coroutines are a great tool for dealing with asynchronous events. They're efficient and clear, helping to maintain proper behaviour in your application while accessing multiple threads simultaneously.

Great, right?

And because coroutines are not a blocking call, they can run at the same time as the rest of your code. So you can:

- Avoid deadlock
- Use less memory than other asynchronous methods
- Banish indentation hell
- Write simpler code that's easier to test

Which is lovely.

So where do I start?

[Download a copy of our comprehensive guide today](#) and you'll discover:

- the principles of asynchronous programming, what coroutines are and why you should be using them
- how to set yourself up with the right build environments including Android Studios and IntelliJ
- the building blocks of coroutines – job dependencies, launching builders and suspended functions

- how to combine coroutines with functional programming to manage potentially infinite amounts of data (via sequences and iterators)
- efficient cross-channel communication with channels and coroutine operators
- what lies beneath the framework – coroutines as state machines (and what exactly a state machine is)

All with practical examples and summaries that will keep your learning quick and efficient (just like your code).

It's better development, for a better you.

For more information on our new title, and for other books that we think you'll love, please visit our [website](#). And if you have any questions about the content, give us a shout.

Happy reading!

The Razeware Team