

# Avoiding Common Pitfalls

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# Coming Up



**Wrapping Legacy Code**

**Blocking Async Code**

**Modifying Shared State**



# Offloading Legacy Code to a Background Thread



Legacy code, like long-running algorithms, is computational bound code

These can be offloaded to a background thread using `async/await`

- Can run concurrently

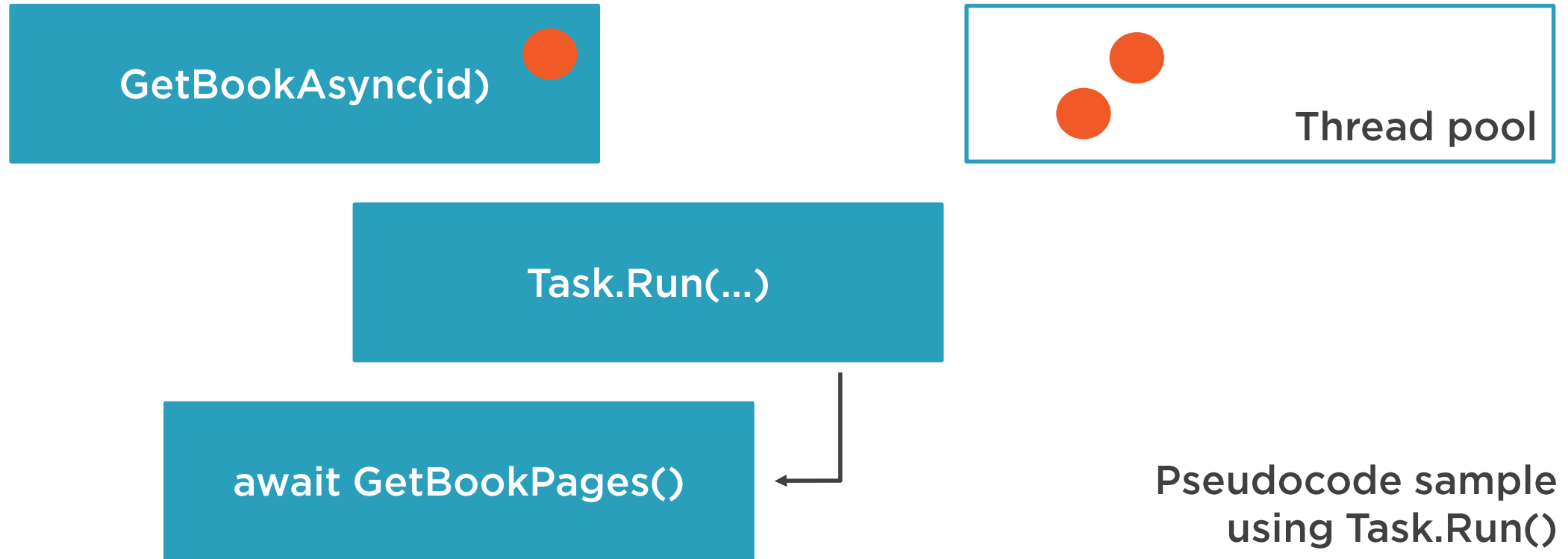
# Demo



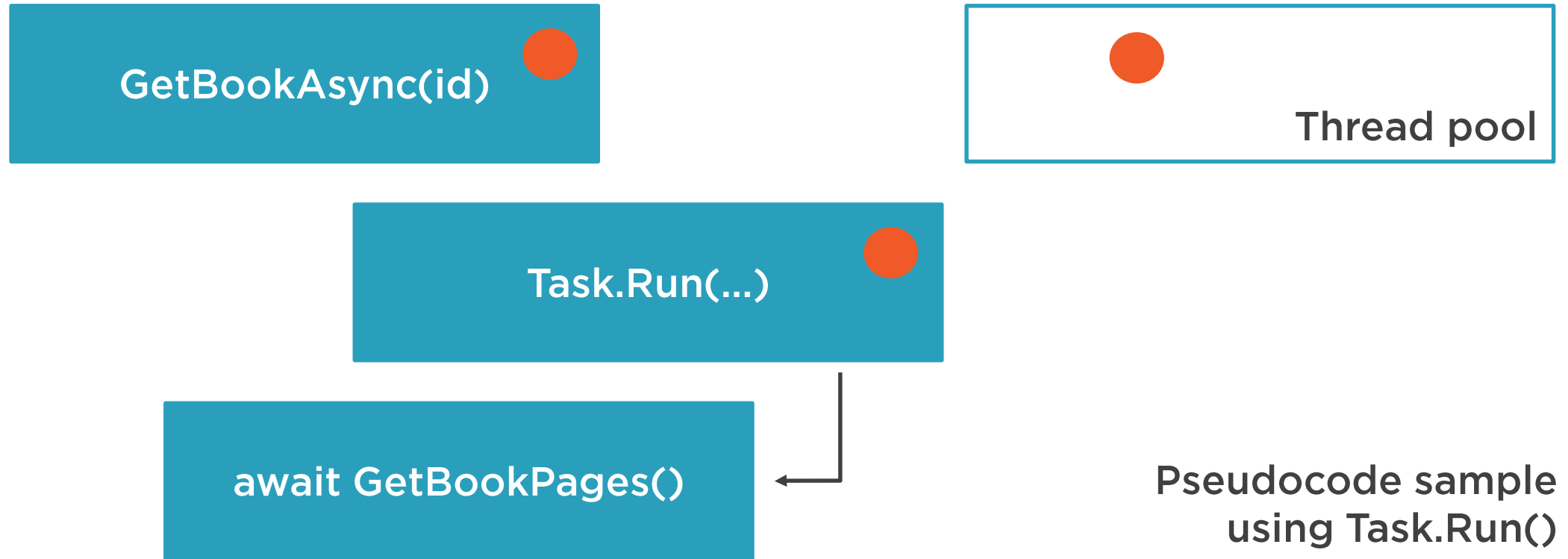
## Wrapping Synchronous Code with `Task.Run()`



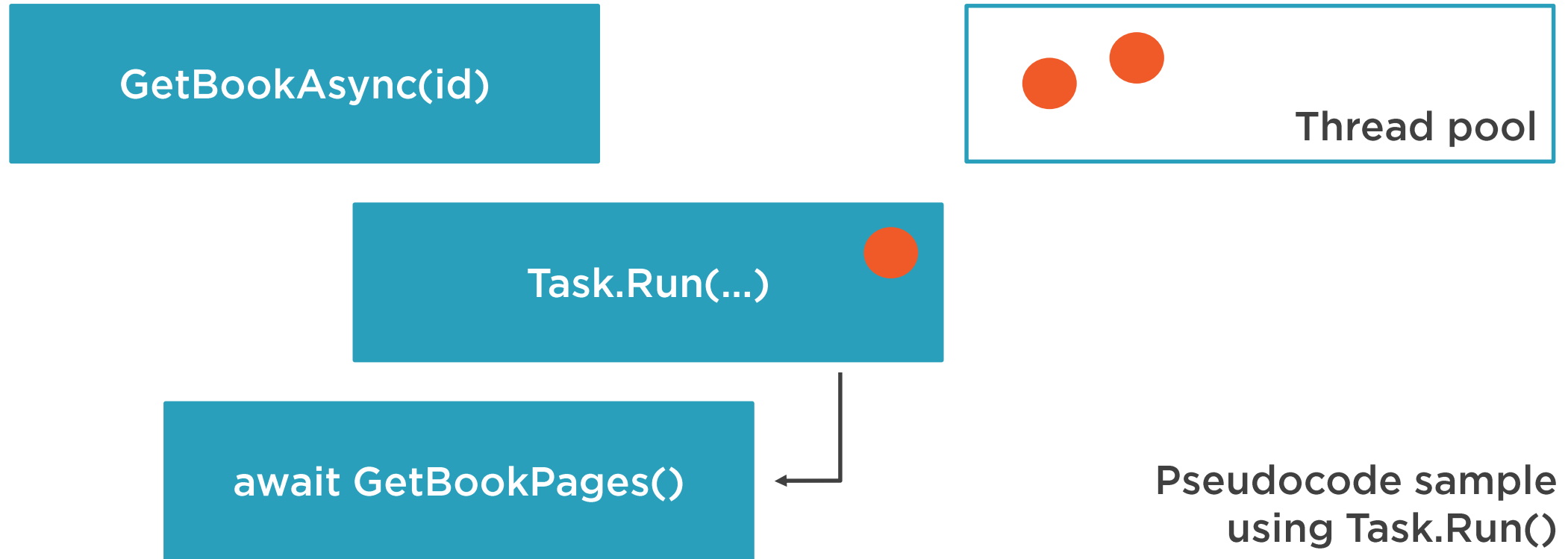
# Pitfall #1: Using Task.Run() on the Server



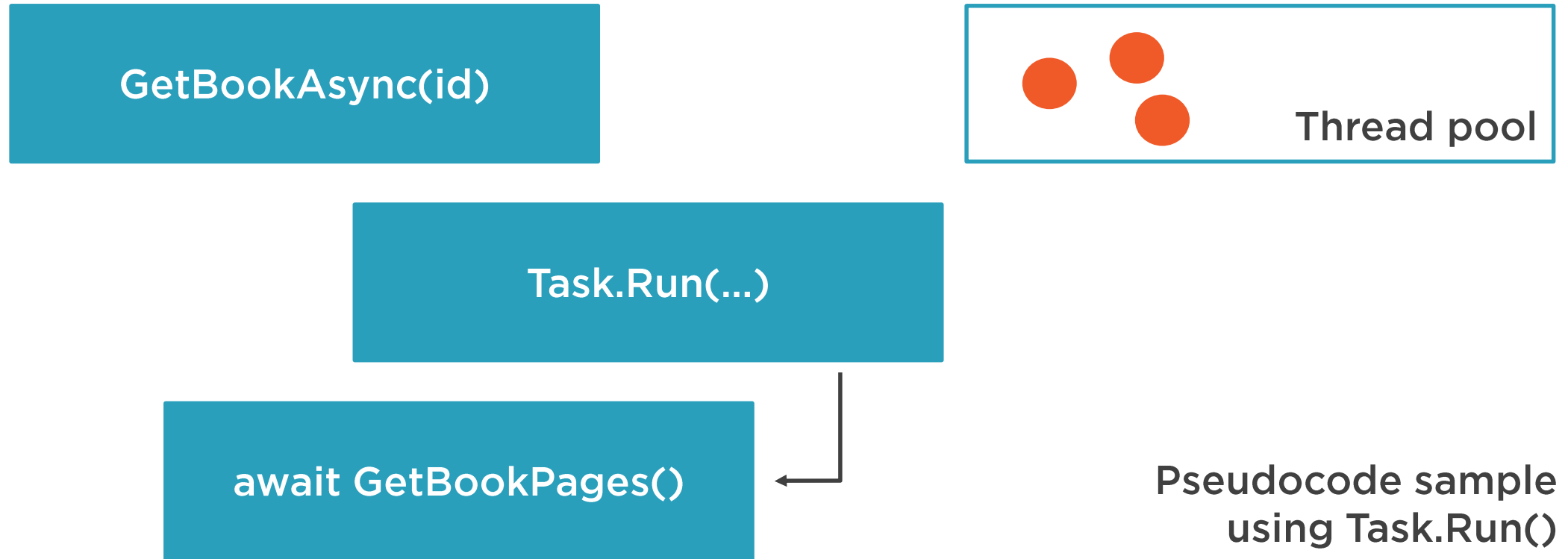
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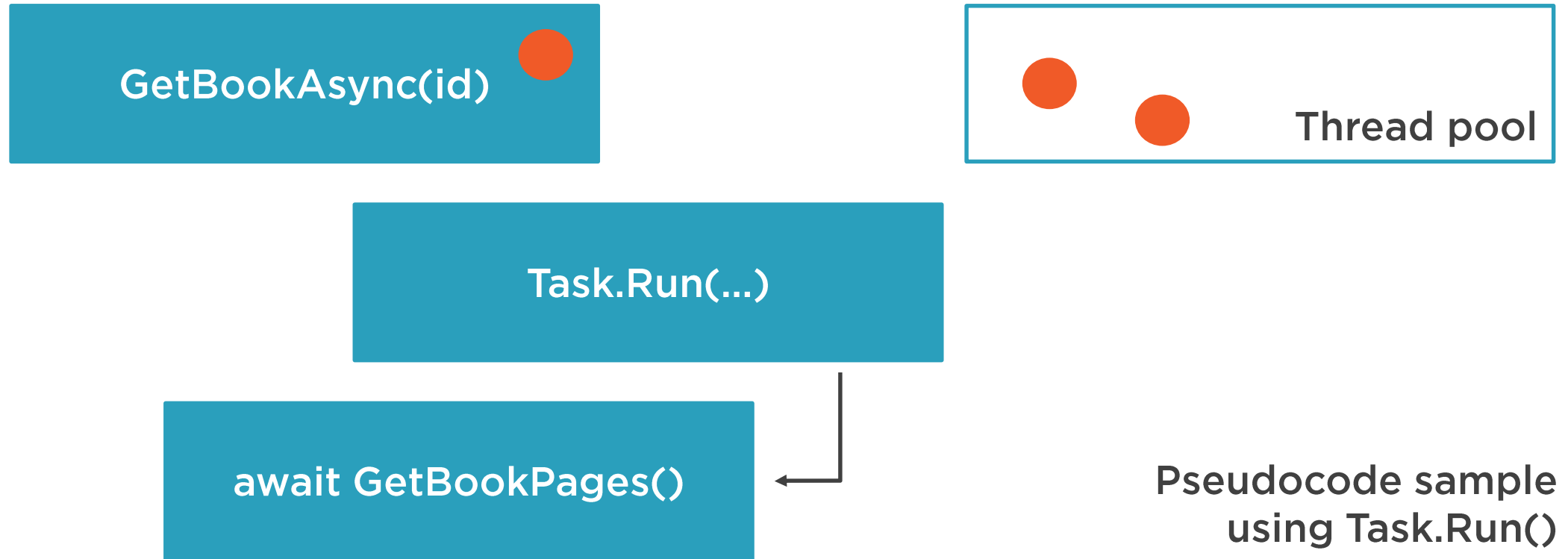


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GetBookAsync(id)



GetBookPages()



Thread pool

Pseudocode sample  
without Task.Run()



# Pitfall #1: Using Task.Run() on the Server



**ASP.NET Core is not optimized for Task.Run()**

- Creates an unoptimized thread
- Causes overhead

# Pitfall #1: Using Task.Run() on the Server



**Task.Run() on the server decreases scalability**

**It's intended for use on the client (eg: to keep the UI responsive)**



# Demo



## Blocking Async Code



## Pitfall #2: Blocking Async Code



**Task.Wait() and Task.Result() block the calling thread**

- Thread isn't returned to the thread pool

**Blocking async code hurts scalability**

## Pitfall #2: Blocking Async Code



**ASP.NET Core doesn't have a synchronization context (the old ASP.NET does)**

- Improves performance
- Makes it easier to write async code

# Demo



## Modifying Shared State





# Pitfall #3: Modifying Shared State



**Different threads might manipulate the same state at the same time**

- Correctness cannot be guaranteed

# Summary



## **Don't use Task.Run() on the server**

- Hurts scalability

## **Don't block async code**

- Hurts scalability

## **Don't modify shared state**

- State can't be guaranteed



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