# Cancellation and Exceptions



**Kevin Jones** 

@kevinrjones www.rocksolidknowledge.com



# Cancelling Coroutines



# Coroutines can have a parent-child relationship

- Cancelling parent cancels children
- Cancelling children does not cancel siblings

# Important to understand these relationships

See how these are created



### Job Hierarchies



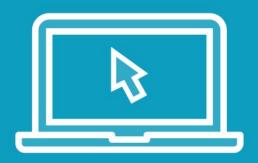
Jobs may have parents

Jobs my have siblings

There is no 'parent' property on 'Job'

- There is a 'children' property





Jobs



#### Job Hierarchy

```
val launchParent = Job()
val scope = CoroutineScope(Job())
                                              launchParent
val job = scope.launch(launchParent) {
                                           job/j1
    val j1 = coroutineContext[Job]
    val j2 = launch {
        delay(500)
```



#### Cancellation



Cancelling parent cancels children

Cancelling child does not cancel siblings

- Or parent

Cancellation is co-operative

Cancellation throws a specific exception

Be careful with async/await



How Do You Co-operate To co-operate use 'isActive'

Can also use 'ensureActive()'





Cancelling through co-operation



# Cancellation Throws Exceptions

# Suspending functions throw exception when cancelled

- CancellationException

Need to close resources in our code

May need to run suspending function in finally

- Will throw CancellationException
- Needs to execute in a special context



# Can Specify the Exception

#### Can be used to specify the reason

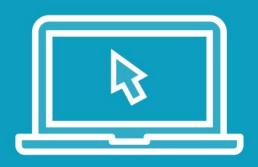
- job.cancel(CancellationException("why"))

#### Can specify any exception

- Must derive from CancellationException
- job.cancel(SomeExceptionType())

More on exceptions later





Handling cancellation exceptions



# Be Careful With 'await'

'Job' will cancel successfully or complete
'Deferred' could throw an exception in
'await'

- If deferred has already been cancelled





Cancelling 'Deferred'



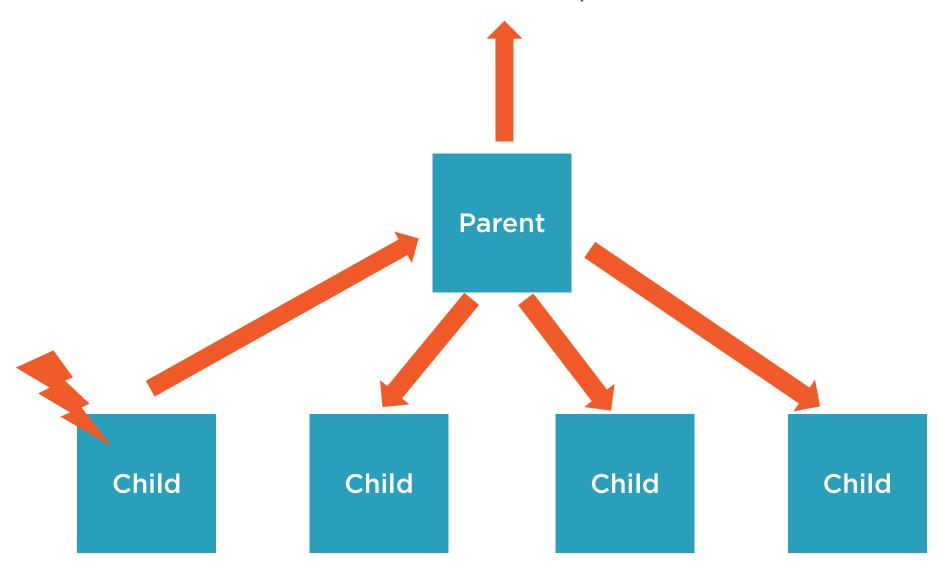
#### Exceptions

What happens when an exception is thrown?

How do we manage them?



### Thrown Exceptions







**Exception cancelling jobs** 



## What if You Don't Want This Behavior?

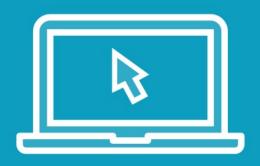
#### Use SupervisorJob or SupervisorScope

- Some subtleties around this



# SupervisorJob has to be the direct parent





SupervisorJob and supervisorScope



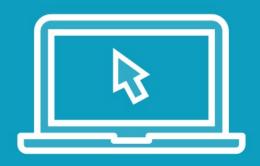
## Why Does That Code Not Work?



#### Remember this Picture?

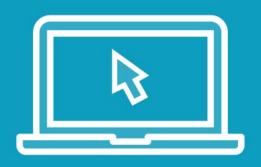
```
val launchParent = SupervisorJob()
val scope = CoroutineScope(Job())
                                              launchParent
val job = scope.launch(launchParent) {
                                           job/j1
    val j1 = coroutineContext[Job]
    val j2 = launch {
                                          j2
        delay(500)
```





**Using SupervisorJob** 





**Using SupervisorScope** 



# To Use 'supervisor' or Not?

#### Job/coroutineScope

- Child is cancelled
- Parent is cancelled
- Siblings are cancelled

#### SuperviorJob/supervisorScope

- Child is cancelled
- Parent is not cancelled
- Siblings are not cancelled



## Cancelling Scope

#### When a scope is cancelled

- Cannot start further job in that scope
- UI might freeze

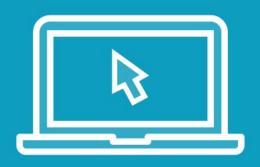


# Unhandled Exceptions

# Notice that in the last example the exception is still reported

- Exceptions are always propogated up
- There is a default 'CoroutineExceptionHandler' in the context
- On the JVM reports the exception
- In Android it kills the process
- Can replace it





 ${\bf Coroutine Exception Handler}$ 



#### async Coroutine Builder

#### 'async' behaves differently

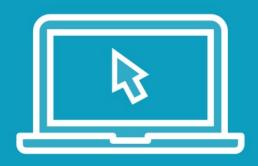
#### If async is root coroutine

- Exception is thrown on 'await'

#### If async is a child coroutine

 Will propagate the exception immediately





**Exceptions in async** 



#### Summary



#### Jobs exist in a hierarchy

- Cancelling parent cancels children
- But not vice versa

#### Cancellation

- Is co-operative
- Throws CancellationException

# Exceptions are passed from child to parent

- Depending on the scope may cancel siblings
- Are always propagated up
- Be careful of 'async' behaviour



What's Next

