

Module 3: Threads in Go

Topic 3.2: Blocking on Channels

Unbuffered Channel

- Unbuffered channels cannot hold data in transit
 - Default is unbuffered
- Sending blocks until data is received
- Receiving blocks until data is sent

Task 1

```
c <- 3
```

Task 2

One hour later ...

```
x := <- c
```

Blocking and Synchronization

- Channel communication is synchronous
- Blocking is the same as waiting for communication
- Receiving and ignoring the result is same as a Wait()

Task 1

```
c <- 3
```

Task 2

```
<- c
```