



**continueContext**

**dispatcher**

dispatchers determine which threads are used for execution

Dispatchers.Main (Android specific) - interact with the UI

• Dispatcher: IO-optimized for disk/network IO and blocking operations

Dispatches Default-optimized for CPU intensive work

- `Dispatchers.Unconfined` - starts the coroutine in the current thread, resumes after suspension depending on the suspension function (might change thread)





# Coroutine Context

## dispatcher

- dispatchers determine which threads are used for coroutine execution
  - `Dispatchers.Main` (Android specific) - interact with the UI
  - `Dispatchers.IO` - optimized for disk/network IO and blocking operations
  - `Dispatchers.Default` - optimized for CPU intensive work
  - `Dispatchers.Unconfined` - starts the coroutine in the current thread, resumes after suspension depending on the suspension function (might change thread)

# Coroutine Context

choosing a dispatcher