Coroutines
recap

- suspend functions are asynchronous

- coroutines are cheap

- when calling blocking code, use a different dispatcher

- use structured concurrency to avoid resource leaks (coroutines)

- use structured concurrency to avoid useless resource usage (CPU)

- avoid mutable shared state

- if you must use mutable shared state, make sure it's synchronized

Exercise

tic-tac-toe

- Create a tic-tac-toe game where two players (Red and Blue) can play concurrently

- Start 10000 concurrent games and measure the execution times

- How many games did each player won? How many draws were there?