Coroutine Scope

structured concurrency

- coroutines can be launched only in a `CoroutineScope`
- `coroutineScope` builder create a coroutine scope that does not complete until all the launched children complete
- `coroutineScope` builder is suspended - does not block a thread while waiting
- a coroutine launched in the scope of another coroutine inherits the context and the job (the job of the new coroutine becomes the child of the job of the old coroutine)
- if the parent job is canceled all the children of that job are cancelled, recursively
- if an exception is thrown and not cough, the job is cancelled
- prevents coroutine leaks

Coroutine Scope

structured concurrency