

# Testing Coroutines

## kotlinx-coroutines-test

How long will the following test take to run? *A few milliseconds.*

`@Test`

```
fun `registration should close automatically after timeout`() = runBlockingTest {  
    val register = AutoCloseableRegistration(60.seconds)  
  
    delay(55.seconds)  
    register(playerOne)  
  
    delay(5.1.seconds)  
    shouldThrow<RegistrationClosedException> {  
        register(playerTwo)  
    }  
}
```

# 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