Concurrency

with coroutines

finished baking 500.000 pretzels in 7829 ms















































































































































































































































bakePretzels is still sequential, but it can serve a lot of concurrent calls

```
fun main() = runBlocking {
val time = measureTimeMillis {
     List(100 000) {
         launch(Dispatchers.Default) {
             bakePretzels()
    }.joinAll()
 println("finished baking 500.000 pretzels in $time ms")
```

Concurrency

with coroutines

Coroutines