Communication Between Coroutines

channels

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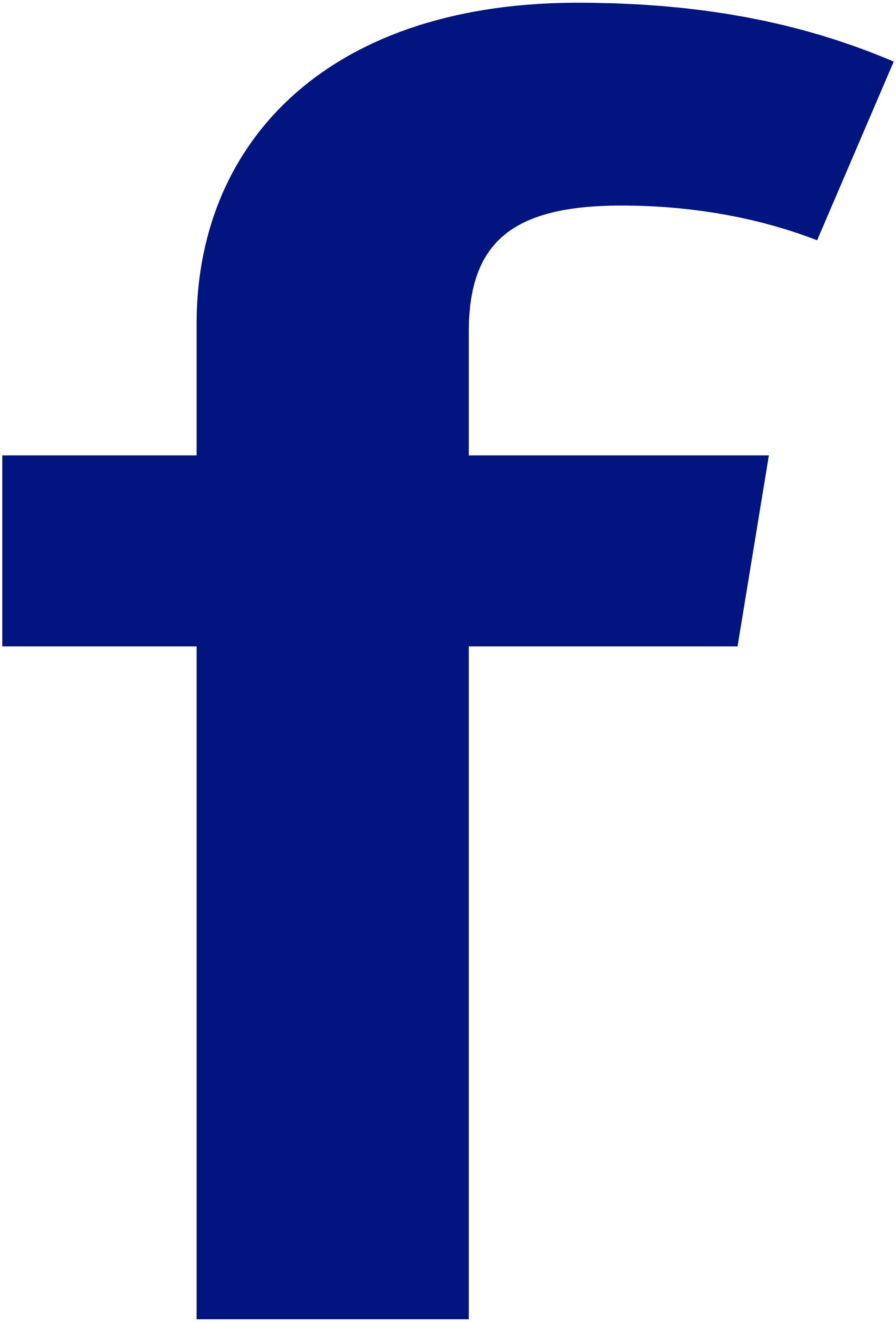

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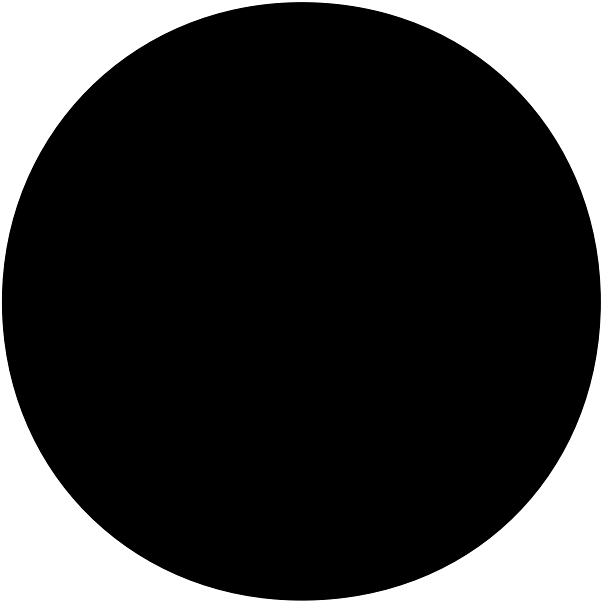

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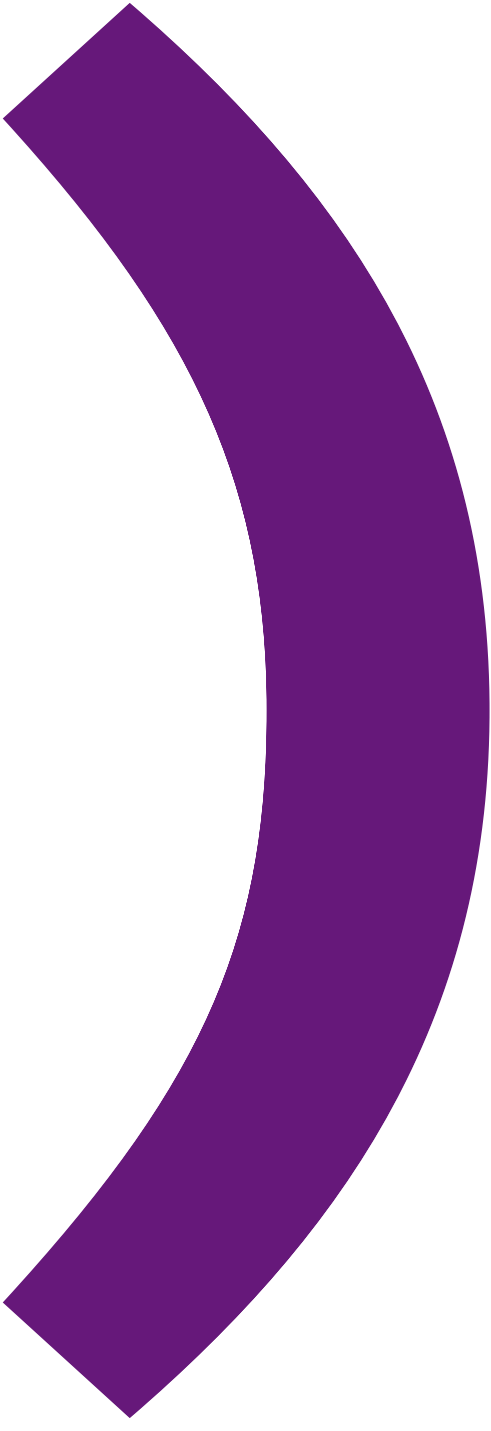

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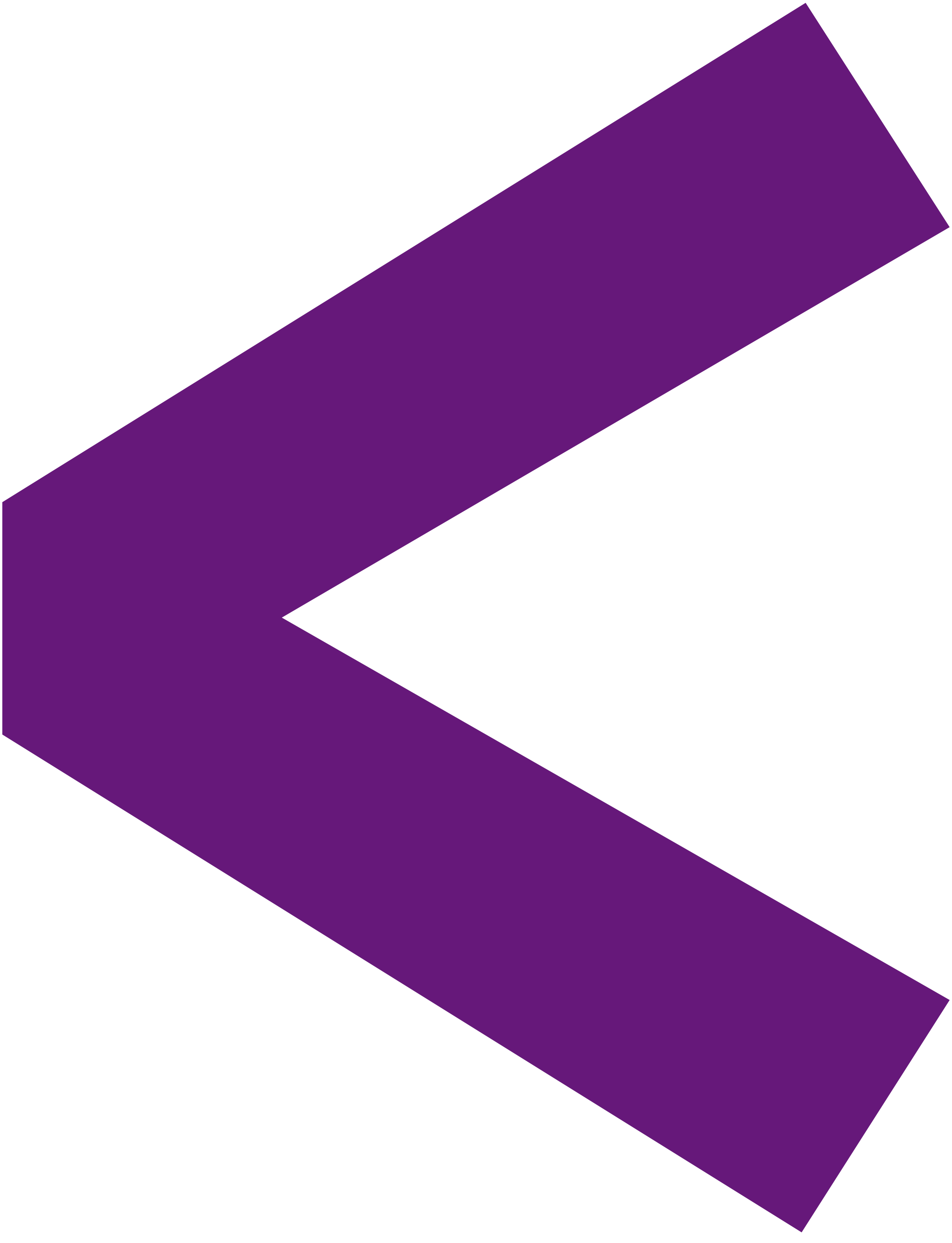

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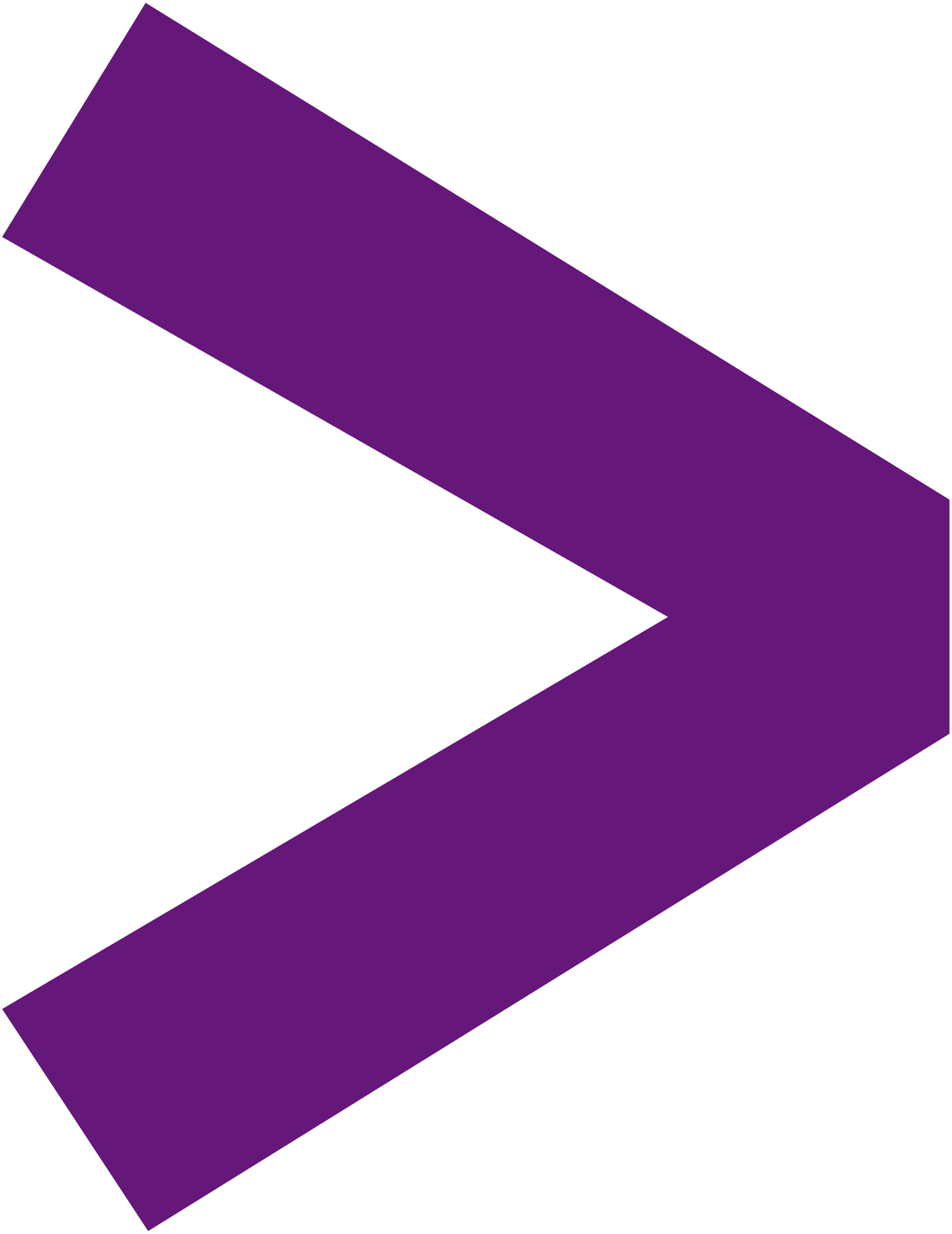

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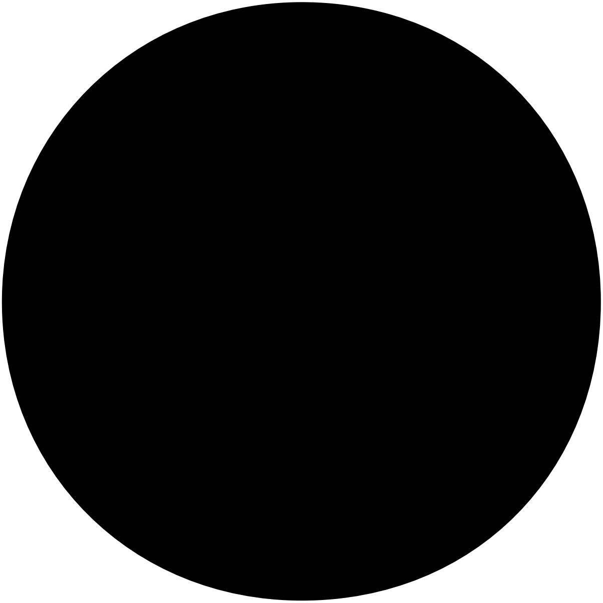

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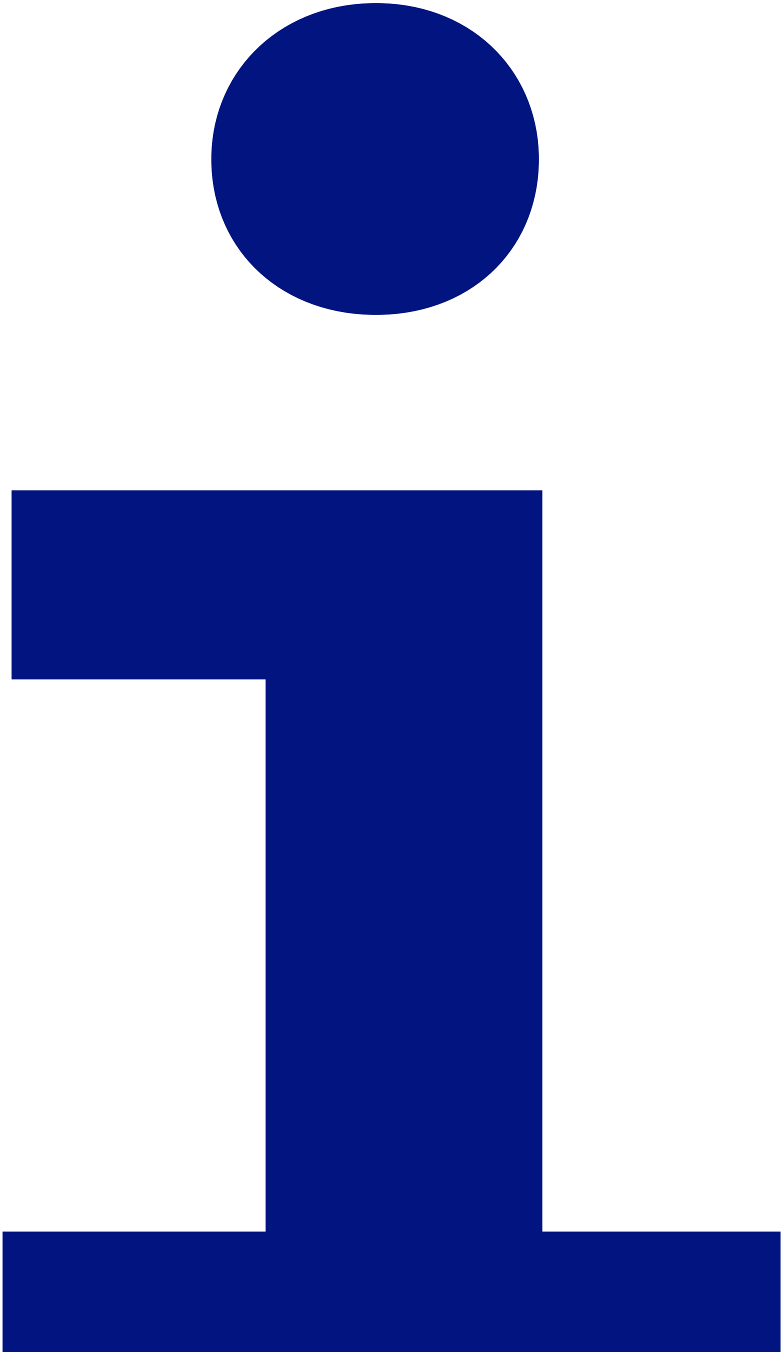

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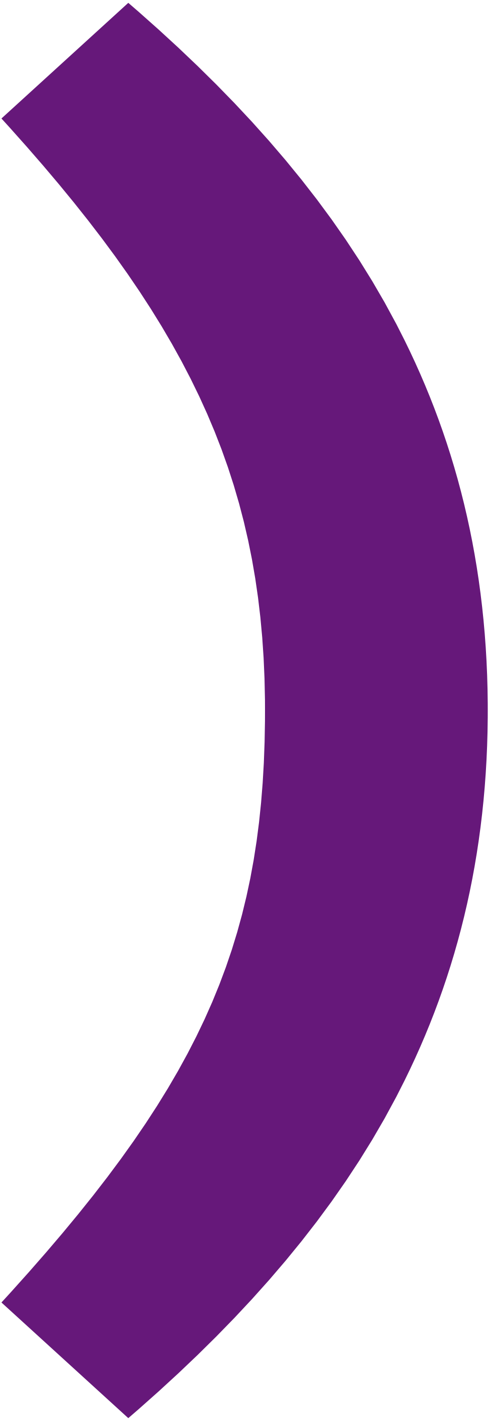

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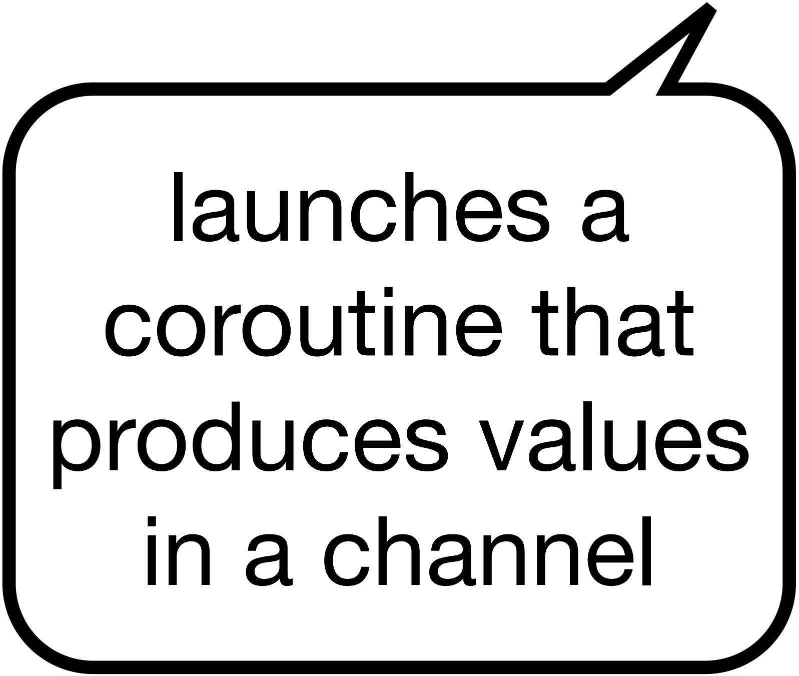
launches a coroutine that produces values in a channel

```kotlin
fun CoroutineScope.bakeryPipeline() =
    produce<Pretzel>(context = Dispatchers.Default, capacity = 10) {
        while (true) {
            println("Start producing")
            bakePretzels().forEach {
                send(it)
                println("$it sent to shelf")
            }
        }
    }
```

Communication Between Coroutines

channels

```
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    produce<Pretzel>(context = Dispatchers.Default, capacity = 10) {
        while (true) {
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                send(it)
                println("$it sent to shelf")
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        }
    }
```

launches a coroutine that produces values in a channel

Communication Between Coroutines

channels

```
fun CoroutineScope.cashDesk(shelf: ReceiveChannel<Pretzel>) = launch(IO) {
    while (isActive) {
        println("How many pretzels?")
        val count = readLine()?.toIntOrNull()
        if (count != null) {
            (1..count).map { shelf.receive() }
                .forEach {
                    print("Here's your pretzel: $it")
                }
        } else {
            println("Command not recognized")
        }
    }
}
```