Cooperative Cancelation









































































































































































































































































































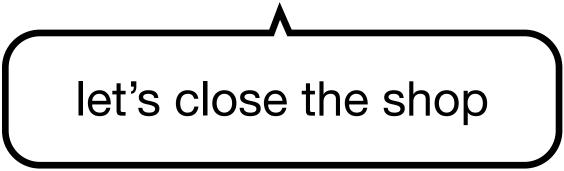












this is blocking - so the main thread is blocked

we didn't change our dispatcher, so we're still on the main thread



```
fun main() = runBlocking {
   val job = cashDesk()
    delay(1000)
    job.cancelAndJoin()
```

```
fun CoroutineScope.cashDesk() = launch {
   while (true) {
        println("How many pretzels?")
       val count = readLine()?.toIntOrNull()
       //receive pretzel
```

Cooperative Cancelation

```
fun main() = run/locking {
  val job = c/shDesk()
  delay(1000)
  job.cancelAndJoin()
}
let's close the shop
```

we didn't change our dispatcher, so we're still on the main thread

```
fun CoroutineScope.cashDesk() = launch {
    while (true) {
        println("How many pretzels?")
        val count = readLine()?.toIntOrNull()

        //receive pretzel
        this is blocking - so the main
        thread is blocked
```

Cooperative Cancelation

```
fun main() = runBlocking {
   val job = cashDesk()
   delay(1000)
   job.cancelAndJoin()
}
```

```
fun CoroutineScope.cashDesk() = launch {
    while (true) {
        println("How many pretzels?")
        val count = readLine()?.toIntOrNull()
        yield()
        //receive pretzel
    }
}
```