




**Communication Between Contin**

**chanceis**

4

3

```
fun CoroutineScope.cashDesk(shelf: ReceiveChannel<Pretzel>) = launch(10) {  
    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")  
        }  
    }  
}
```



suspends until  
new data is  
available

# 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")  
        }  
    }  
}
```



suspends until  
new data is  
available

# Communication Between Coroutines