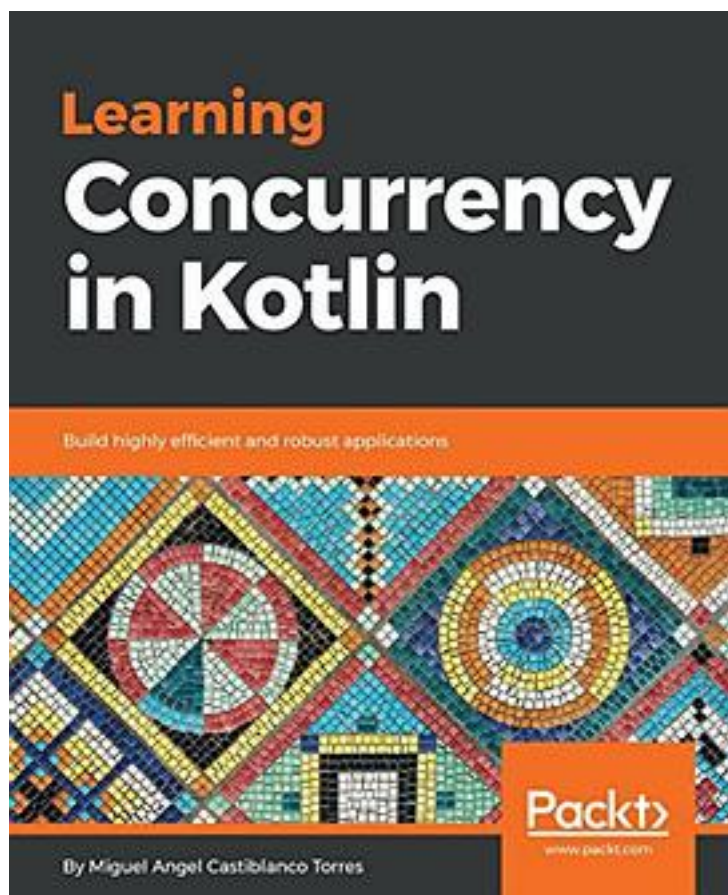


Learning Concurrency in Kotlin



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著者:Miguel Angel Castiblanco Torres

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Key Features

Learn Kotlin's unique approach to multithreading

Work through practical examples that will help you write concurrent non-blocking code

Improve the overall execution speed in multiprocessor and multicore systems

Book Description

The primary requirements of modern-day applications are scalability, speed, and making the most use of hardware. Kotlin meets these requirements with its immense support for concurrency. Many concurrent primitives of Kotlin, such as channels and suspending functions, are designed to be non-blocking and efficient. This allows for new approaches to concurrency and creates unique challenges for the design and implementation of concurrent code. Learning Concurrency in Kotlin addresses those challenges with real-life examples and exercises that take advantage of Kotlin's primitives. Beginning with an introduction to Kotlin's coroutines, you will learn how to write concurrent code and understand the fundamental concepts needed to be able to write multithreaded software in Kotlin. You'll explore how to communicate between and synchronize your threads and coroutines to write asynchronous applications that are collaborative. You'll also learn how to handle errors and exceptions, as well as how to leverage multi-core processing. In addition to this, you'll delve into how coroutines work internally, allowing you to see the bigger picture. Throughout the book you'll build an Android application – an RSS reader – designed and implemented according to the different topics covered in the book

What you will learn

Understand Kotlin's approach to concurrency

Implement sequential and asynchronous suspending functions

Create suspending data sources that are resumed on demand

Explore the best practices for error handling

Use channels to communicate between coroutines

Uncover how coroutines work under the hood

Who this book is for

If you're a Kotlin or Android developer interested in learning how to program concurrently to enhance the performance of your applications, this is the book for you.

作者介绍:

Miguel Angel Castiblanco Torres is a software engineer living in the United States. He works as a full-stack technical leader and software designer at Globant, where he has led many successful projects for a Forbes' Top Ten World's Most Valuable Brand and Top Five Regarded Company.

Passionate about what's next, Miguel was an early adopter of Kotlin, writing about Kotlin's concurrency primitives from the first beta release of coroutines. He always keeps an eye on the new and upcoming features of Kotlin.

目录: Hello Concurrent World!
Coroutines in Action
Lifecycle and Error Handling
Suspending Functions and The Coroutine Context
Generators: Iterators and Sequences_noimages
Channels: Share Memory by Communicating
Thread Confinement, Actors, and Mutexes
Testing Concurrent Code
How Coroutines Work?
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