

Dispatchers



Dispatchers

A dispatcher determines which thread or thread pool the coroutine runs on

Dispatchers

A dispatcher determines which thread or thread pool the coroutine runs on

Different dispatchers are available depending on the task specificity

Dispatchers

A dispatcher determines which thread or thread pool the coroutine runs on

Different dispatchers are available depending on the task specificity

```
launch(Dispatchers.Default) {  
    // do some CPU intensive processing task here  
}
```

Dispatchers

Common dispatchers:

- Main

Main thread update in UI driven applications (e.g. Android)

Main dispatcher needs to be defined in Gradle

Dispatchers

Common dispatchers:

- Main
 - Main thread update in UI driven applications (e.g. Android)
 - Main dispatcher needs to be defined in Gradle
- Default
 - Useful for CPU intensive work

Dispatchers

Common dispatchers:

- Main
 - Main thread update in UI driven applications (e.g. Android)
 - Main dispatcher needs to be defined in Gradle
- Default
 - Useful for CPU intensive work
- IO
 - Useful for network communication or reading/writing files

Dispatchers

Common dispatchers:

- Main
 - Main thread update in UI driven applications (e.g. Android)
 - Main dispatcher needs to be defined in Gradle
- Default
 - Useful for CPU intensive work
- IO
 - Useful for network communication or reading/writing files
- Unconfined
 - Starts the coroutine in the inherited dispatcher that called it

Dispatchers

Common dispatchers:

- Main
 - Main thread update in UI driven applications (e.g. Android)
 - Main dispatcher needs to be defined in Gradle
- Default
 - Useful for CPU intensive work
- IO
 - Useful for network communication or reading/writing files
- Unconfined
 - Starts the coroutine in the inherited dispatcher that called it
- `newSingleThreadContext("MyThread")`
 - Forces creation of a new thread