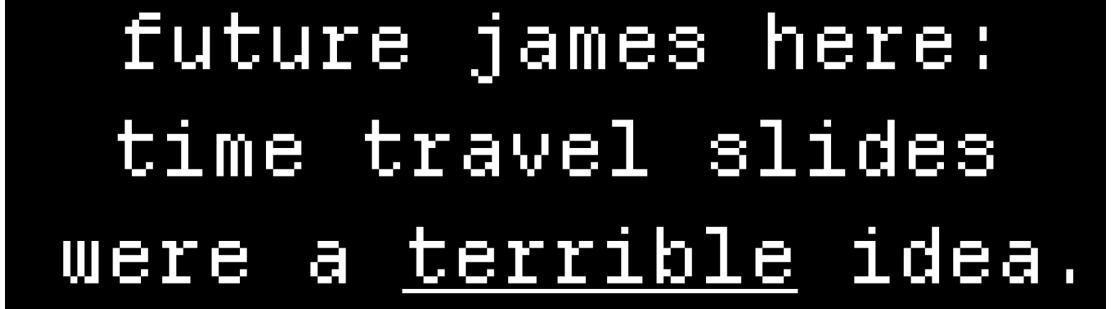
sans-io: meh.



Self-Directed Research





use normal, blocking functions

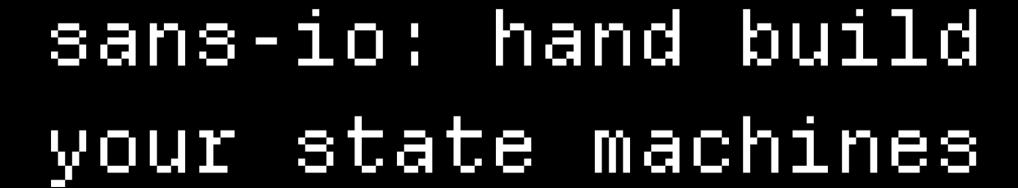
Self-Directed Research

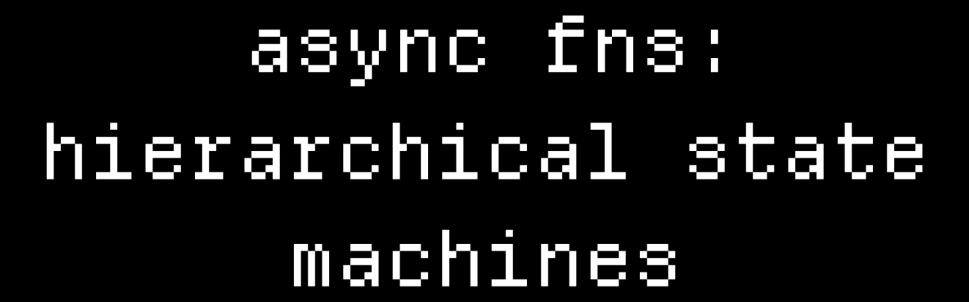


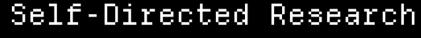
do your i/o elsewhere

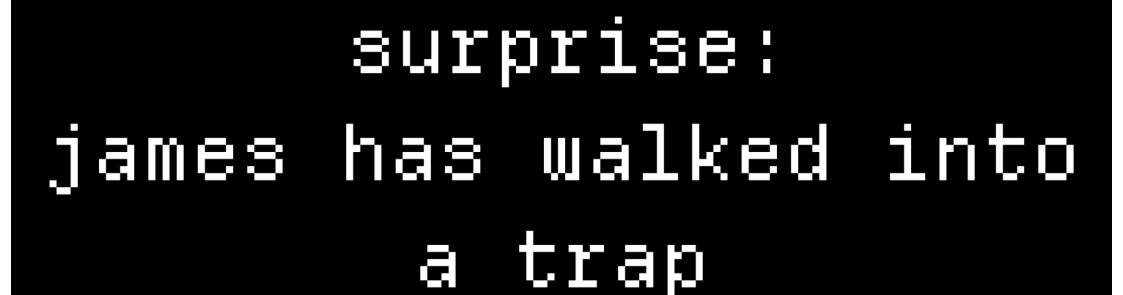


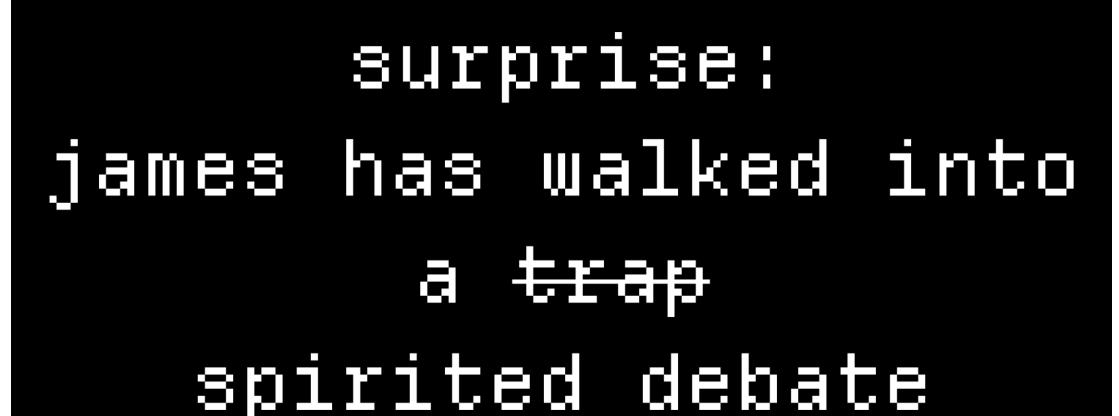
async: let the compiler make your state machines

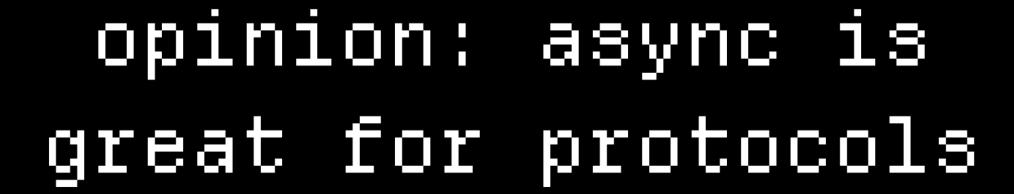






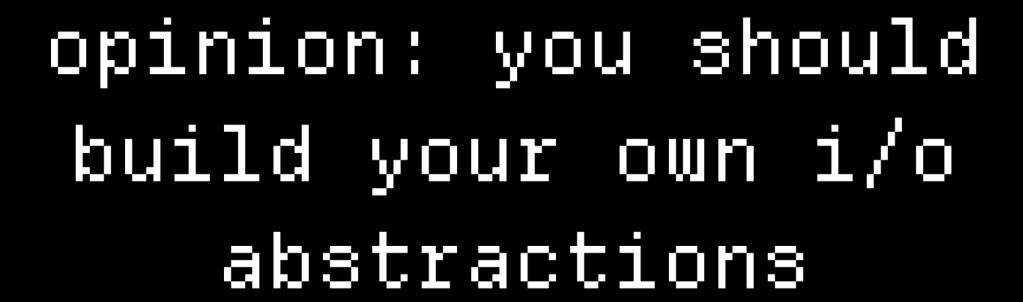


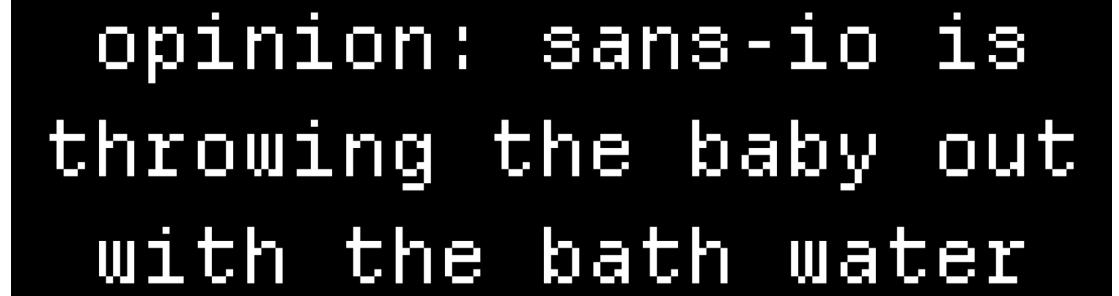


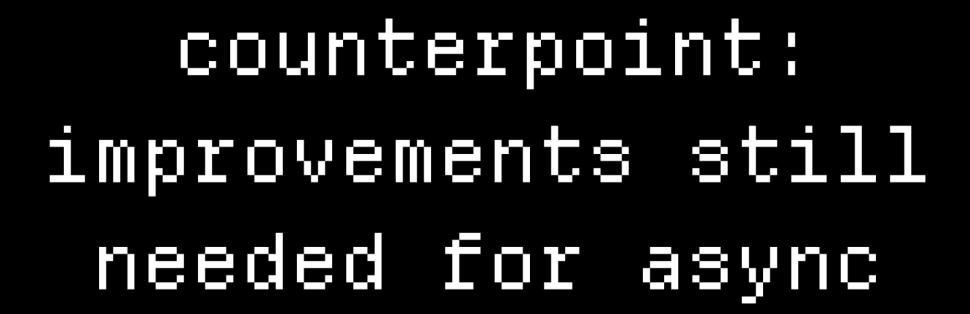


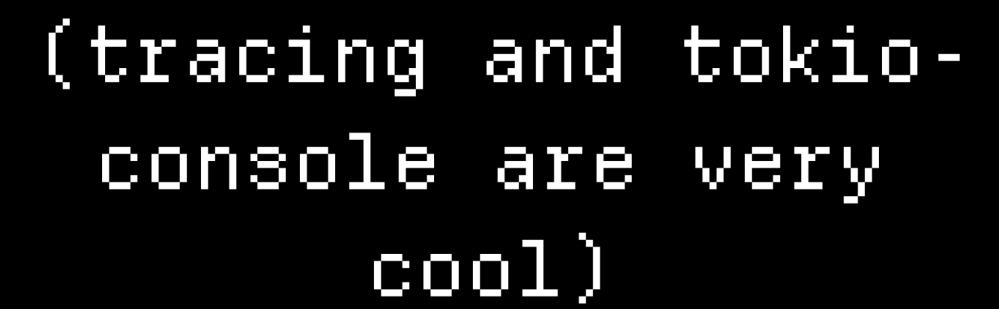


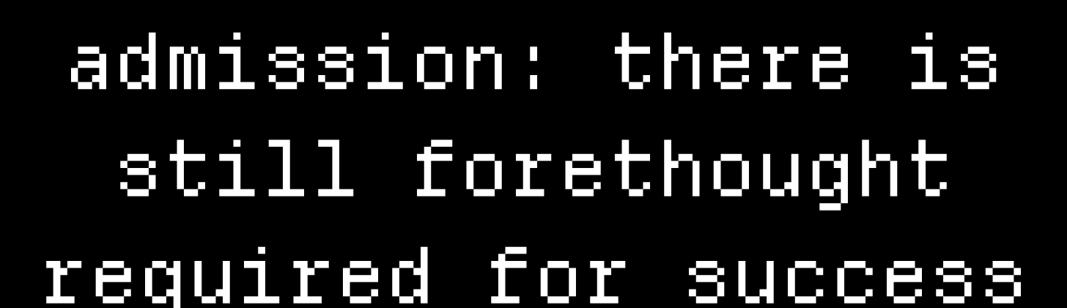
counterpoint: current
i/o abstractions are
imperfect

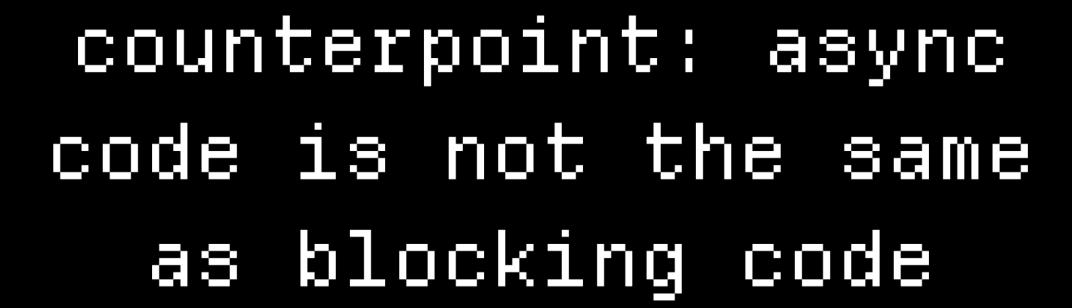






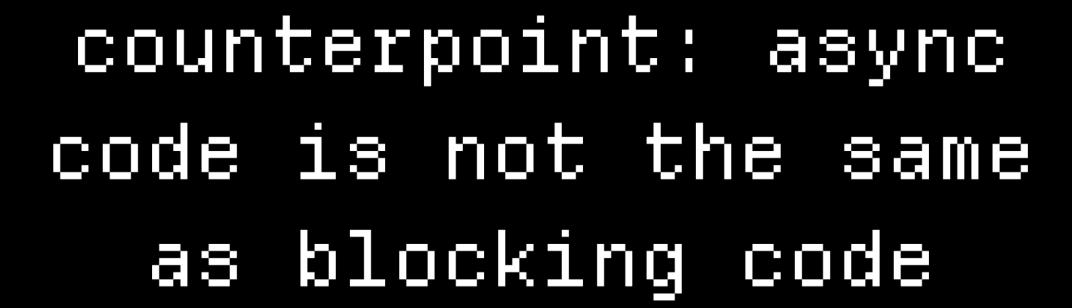


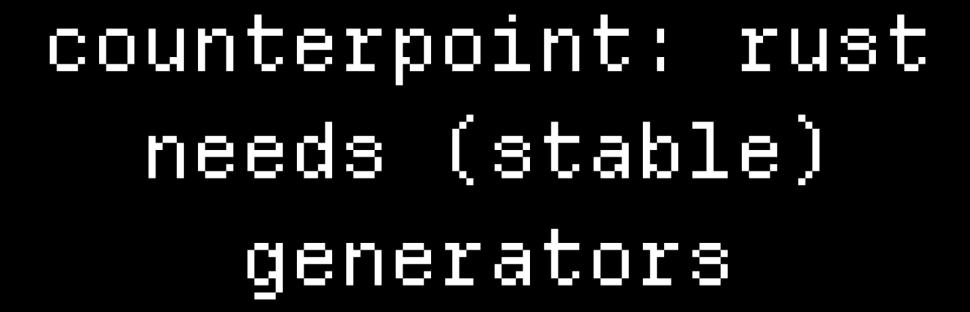




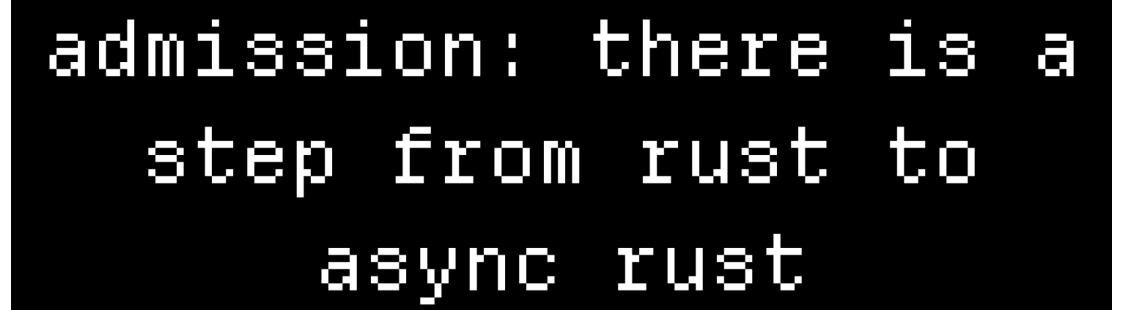


(n)rvo: (named) return value optimization

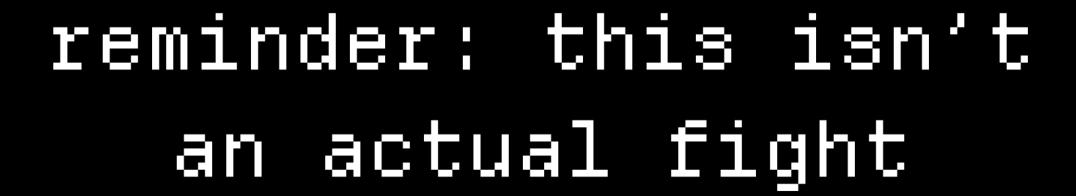


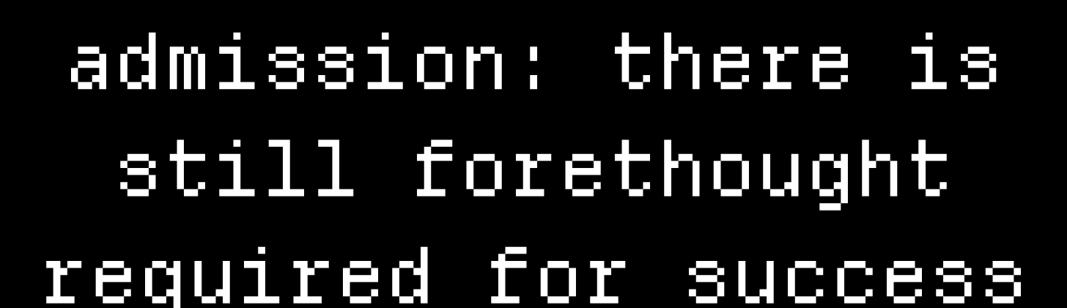






opinion: you can do things with async you can't (easily) do otherwise

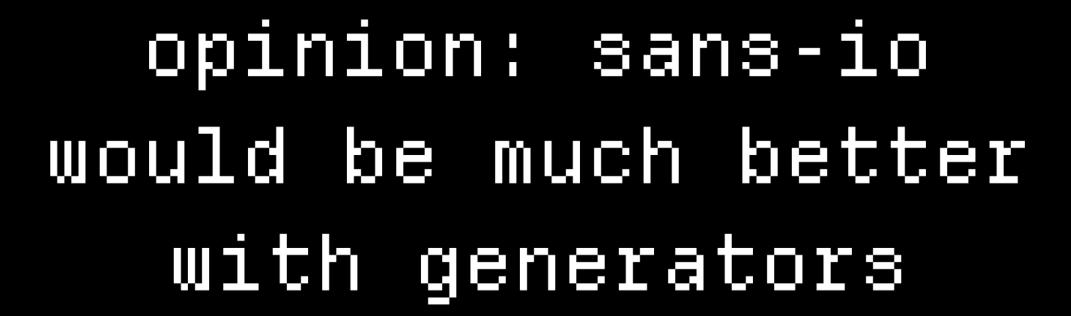






opinion: <u>you</u> shouldn't treat async the same as blocking code

opinion: async is a good tool for state machines over time



opinion: I don't think I would enjoy writing protocols without async

