Future Communications Eliminates Base Stations

A future represents the result of an asynchronous operation, and can have two states: uncompleted or completed. Most likely, as you aren"t doing this just for fun, you actually ...

The promise is the "push" end of the promise-future communication channel: the operation that stores a value in the shared state synchronizes-with (as defined in ...

future (const future &) = delete; ~future (); future & operator =(const future &) = delete; future & operator =(future & &) noexcept; shared_future <R> share () noexcept; // ...

Specifies state of a future as returned by wait_for and wait_until functions of std::future and std::shared_future. Constants

The class template std::future provides a mechanism to access the result of asynchronous operations: An asynchronous operation (created via std::async, ...

The get member function waits (by calling wait ()) until the shared state is ready, then retrieves the value stored in the shared state (if any). Right after calling this function, valid ...

If the future is the result of a call to async that used lazy evaluation, this function returns immediately without waiting. The behavior is undefined if valid () is false before the call ...

Checks if the future refers to a shared state. This is the case only for futures that were not default-constructed or moved from (i.e. returned by std::promise::get_future (), ...

In summary: std::future is an object used in multithreaded programming to receive data or an exception from a

different thread; it is one end of a single-use, one-way ...

If the future is the result of a call to std::async that used lazy evaluation, this function returns immediately without waiting. This function may block for longer than ...

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