

Pitfalls of instinct driven asynchronous programming in C#

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In this small talk we put the Task-based Asynchronous Pattern (TAP) in controversy, highlighting its benefits and discussing the potential defects and antipatterns we can encounter during the development. The talk covers the headliner feature of C# 5, the `async/await` keywords, which allow methods to run other code before their postconditions are met, making for all manner of interesting possible bugs.