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The Visual Studio Async CTP is a new development experience in Visual Studio 2010. It provides a new, streamlined syntax for asynchronous APIs, but does not provide a new IDE. It's just a new language feature inside Visual Studio 2010, and is a painless, free upgrade install over Visual Studio 2010 SP1. What is new with Visual Studio Async: The new syntax of asynchronous APIs is composable and simple. The "await" and "async" keywords are a natural part of the coding experience. Async CTP Overview: Following are some of the important aspects of the asynchronous CTP: "await" and "async" keywords for asynchronous APIs A simplified and composable pattern for asynchronous APIs A natural, familiar and composable control flow for asynchronous APIs Asynchronous CTP Implementation: The Visual Studio Async CTP is implemented in C# and C++, and requires Visual Studio 2010 SP1. The CTP allows asynchronization inside: Asynchronous APIs The CTP allows asynchronous APIs to be written in a new, composable, simple syntax, with an "async" keyword, which introduces an existing language feature "async" to asynchronous code (see below). Async callbacks Inside asynchronous APIs, callbacks can be re-written to avoid callbacks using the new, composable pattern. Threads (threadpool and Thread) Inside synchronous APIs, "await" can be used to perform asynchronous operations in a way that is natural and familiar. The code that performs an asynchronous operation asynchronously is now naturally "async". For more detailed explanations, see the Asynchronous Programming Overview on MSDN. Ideas and feedback: All feedback, ideas and suggestions are welcome and will be considered. Visual Studio Async Language Features: The syntax for asynchronous APIs is done through the use of the "await" and "async" keywords. The "async" keyword introduces a language feature, "async", into synchronous code (however, as you can see from the above list). Keywords "await" can be used in place of various callbacks and synchronization constructs (e.g. locks) to read or modify data simultaneously across threads. The code

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Two new language keywords, "async" and "await", are added to Visual Basic and C#. Visual Studio Async CTP includes a scenario in the documentation showing the use of the new features. An asynchronous message pump library, AsyncPump, which can be added as a reference to the project, to make the new language features easily available. We will get a bit technical, but I hope you will enjoy it. The essence of this post is to explain why we are interested in developing asynchronous versions of our software, and not in simply updating our current versions to include the AsyncPump library. Table of Content Introduction How AsyncPump works AsyncPump's role The future Why AsyncPump Implementation of a pipeline architecture Endpoints Incoming messages Another asynchronous processor Asynchronous APIs What AsyncPump and the Visual Studio Async CTP offer In the first posts, we will explain how AsyncPump works, how it can be used and why is asynchronous is becoming a de facto solution to communicate between components. In the second post, we will explore the scenario provided with the documentation for the AsyncCtp, and how the AsyncPump library can help developers to build synchronous and asynchronous APIs, and how this new API can be used to write asynchronous code "inside-out". We will finish the post by describing some of the future features we are planning to add to AsyncPump in the coming months, so we will eventually be able to write asynchronous code "inside-out". About AsyncPump AsyncPump was designed to: Create a generic, extensible, customizable, scalable and portable asynchronous message queue to be used in.NET applications. Provide a Message-Pump or IOCP architecture, where some components of the application will use this queue as their input (produce side) and the others as their output (consume side) Provide a connector component which can be registered at any level of the application (at the UI, at the command line, or a batch script, etc…) and which can be used for either writing asynchronous components or processing commands to be run asynchronously. This connector component is based on a duplex communication using 6a5afdab4c

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Visual Studio Async demonstrates the basic properties of the new Visual Studio Async CTP. It also shows you how to create a simple asynchronous pattern that implements this new, composable pattern for asynchronous APIs. This pattern is very useful for implementing asynchronous extensions to the various Visual Studio components. Please be aware that there's a compilation error on VS10 in the 2nd file, introduced by the previous Visual Studio 2010 "template". So instead of a call to the method waitAndContinuePost, you can define a Func, and use the await keyword. var result = await Task.Run(() => client.PostAsynchronous(request)); A: I think you are looking for the method PostAsynchronously which you can call on the PostAsync method The same goes for RetrieveAsynchronously These two methods are defined on the built-in Query Asynchronous methods. See the following links: MSDN: PostAsynchronous Method RetrieveAsynchronously Method Bellow is an example of async/await in a method public async Task GetJsonAsync(string store, string language) { using (var client = new HttpClient()) using (var request = new HttpRequestMessage(HttpMethod.Get, store)) using (var response = await client.SendAsync(request)) using (var responseString = await response.Content.ReadAsStringAsync()) using (var json = JObject.Parse(responseString)) { var x = json.SelectToken("$." + language); return new JsonResult { Data = new JObject(x) }; } } and how you can use the method as follows public void First() { using (var client = new HttpClient()) using (var request = new HttpRequestMessage(HttpMethod.Get, "")) using (var response = await client.SendAsync(

What's New in the Visual Studio Async?

Add a “Task” attribute to method signatures to have an asynchronous declaration and an "async" keyword to execute an asynchronous method. The "async" keyword is followed by a method that takes a Task as a parameter. The "await" keyword is followed by a "Task" that return. The implementation of the method will return from the "await" statement as soon as the "Task" returned. Building asynchronous tasks for method calls is done by using a “TaskCompletionSource”. If the asynchronous declaration is done, await will return the "Task" and the “TaskCompletionSource” will be consumed and wait for the async method to complete. Tuesday, February 25, 2011 While trying to find the date when this blog was posted I was reminded the fact that the first async code-completion sample for Visual Studio was posted to the MSDN Code Gallery a couple of months ago. Some CTPs are bug fixes or opt-in enhancements, some are opt-out to provide the developer with a preview of features in the future of a product. The Visual C# Async CTP is one of the latter ones and provides a preview of async APIs in Visual Studio. It is not bug-free though and the following is a list of known issues: Code format: When you open a file that contains the async keyword and are trying to rename it you get an error "Name does not exist". Code completion and Go to Definitions do not work though. Supported projects: Async projects have been introduced recently to complement existing asynchronous code projects on CodePlex. Async projects can be created as Async Class Library projects and the corresponding Async project is opened from File -> New Async Project. This project is now the default template of new asynchronous project and async tasks are automatically generated. Testing tools: Some async testing tools are missing and some how they were not mentioned in the download notes. For example, FxCop is the only solution that generates tasks and code completion is the only solution that provides code completion. Debugging: Some debugging problems. You can't debug “Task”s and the “async” statement in Visual Studio 2010 doesn't recognize “await” anymore. Performance: Some performance issues related to Task CompletionSource and "

System Requirements For Visual Studio Async:

Minimum: OS: Windows 10 Pro Windows 10 Pro Processor: Intel® Core i3 or AMD Athlon™ II Intel® Core i3 or AMD Athlon™ II Memory: 4 GB RAM 4 GB RAM Graphics: GeForce GTX 560 / Radeon HD5750 / HD7750 GeForce GTX 560 / Radeon HD5750 / HD7750 DirectX: Version 11 Version 11 Network: Broadband Internet connection Broadband Internet connection Hard Drive: 2 GB available space 2 GB available space Video Card: 1280x720

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