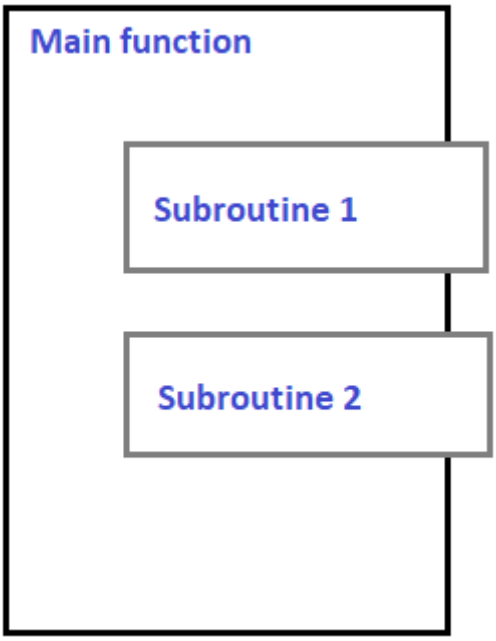
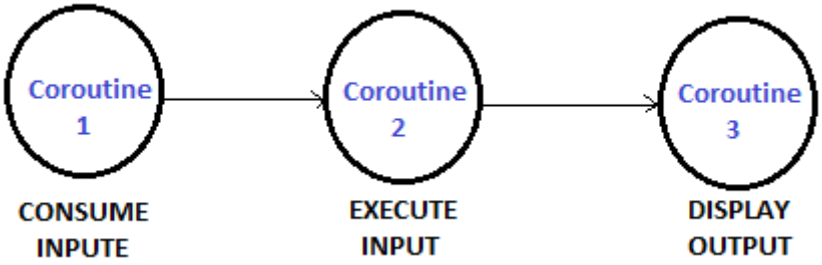
COROUTINES

To understand coroutines first we should know about subroutines.
In computer programming, a subroutine is a sequence of program instructions that perform a specific task. For example a program for addition, subtraction. Subroutines is also known as function.



Coroutines are generalizations of the subroutines.
A subroutine has the same starting point and the same endpoint all the time, while a coroutine has multiple entry points for suspending and resuming execution. Coroutines are cooperative, that means if a coroutine consume input data, another coroutine can consume it, and another coroutine can be used to display the output.
Coroutines are nothing but cooperative functions.



Viva Vice on Coroutines

Q1. Explain what is meant by a recursive subroutine.

Answer =A recursive subroutine is simply one that calls itself either directly or through a chain of calls involving other subroutines.

Q2. Coroutine is just another name for a subroutine. True/False.

Answer = True

Q3. A two pass assembler uses its machine opcode table in the first pass of assembly. True/False.

Answer = True

Q4. Explain what is meant by a recursive subroutine.

Answer =A recursive subroutine is simply one that calls itself either directly or through a chain of calls involving other subroutines.

Q5. How many coroutines can run at a given time?

Answer – Only one coroutine can run at a given time.

Q6. What is coroutine?

Answer = Coroutine is a function that allows pausing its own execution and resuming from the exact same point after a condition is met.

Q7. How to Start Coroutine?

Answer = Coroutine can be start by using the StartCoroutine() function.

Q8. How to Stop Coroutine?

Answer = Coroutine can be stop by using the StopCoroutine() function.

Q9. Which type of method is used to start and stop coroutine?

Answer = It use IEnumerator based method to Start and Stop Coroutine.

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