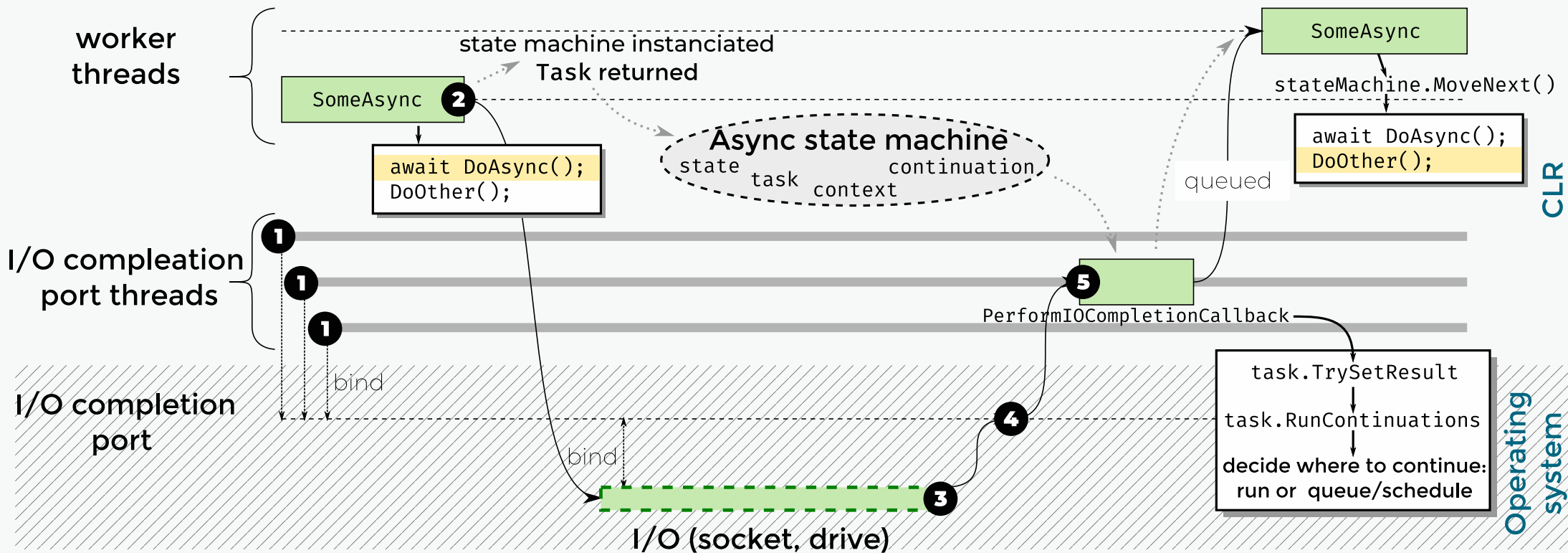


.NET async - There is no thread



- ❶ IOCP threads are blocked for notification on assigned IOCP
- ❷ DoAsync from worker thread "opens" device, "binds" it to IOCP and starts overlapped I/O - **state machine** is created and Task returned
- ❸ I/O operation completes
- ❹ IOCP is signalled
- ❺ one of the blocked IOCP threads is signalled and runs **state machine** to set Task result - deciding when to run a continuation: inlined, SynchronizationContext, TaskScheduler, ...

