

# CoroutineScope Cancellation

# CoroutineScope Cancellation Summary

Two ways to cancel all CoroutineScope's child coroutines:

```
coroutineScope.coroutineContext.cancelChildren()
```

```
coroutineScope.cancel()
```

\* cancelled CoroutineScope becomes “dead” and can't be used to launch new coroutines (silently discards launch attempts)

Avoid full CoroutineScope cancellation to prevent  
potential future tricky bugs