

```
import Foundation
```

```
/**
```

```
 * Main class for setting up and controlling a model update. It provides some utility
 class methods for performing an update synchronously as well as class constructors
 for configuring an update and give developers control for the execution of that
 update.
```

```
 */
```

```
@available macOS 10.15
```

```
open class MLUpdateTask MLTask
```

```
    public convenience init
```

```
        URL
```

```
        any MLBatchProvider
```

```
MLModelConfiguration
```

```
@escaping
```

```
MLUpdateContext Void throws
```

```
    @available macOS 11.0
```

```
    public convenience init
```

```
        URL
```

```
        any MLBatchProvider
```

```
@escaping MLUpdateContext Void throws
```

```
    public convenience init
```

```
        URL
```

```
        any MLBatchProvider
```

```
MLModelConfiguration
```

```
MLUpdateProgressHandlers throws
```

```
    @available macOS 11.0
```

```
    public convenience init
```

```
        URL
```

```
        any MLBatchProvider
```

```
MLUpdateProgressHandlers throws
```

```
    open func resume
```

```
MLParameterKey Any
```