

```

import Foundation

/**
 * All possible states an MLTask can be in.
 */
@available macOS 10.15
public enum MLTaskState Int @unchecked Sendable

    case suspended 1

    case running 2

    case cancelling 3

    case completed 4

    case failed 5

/**
 * Class that abstracts state transitions and basic task controls.
 */
@available macOS 10.15
open class MLTask NSObject

    open var taskIdentifier String get

    open var state MLTaskState get

    open var error any Error get

    open func resume

    open func cancel

```