

C StateFlowExtensions

- combineStates(Function0<T>, Flow<T>): StateFlow<T>
- combineStates(StateFlow<T1>, StateFlow<T2>, Function2<T1, T2, R>): StateFlow<R>
- combineStates(StateFlow<T1>, StateFlow<T2>, StateFlow<T3>, Function3<T1, T2, T3, R>): StateFlow<R>
- flattenConcat(StateFlow<StateFlow<T>>): StateFlow<T>
- mapStates(StateFlow<T>, Function1<T, R>): StateFlow<R>

C Collective

ID, R

- state: Map<Path, Object>
localId: ID
- cycle(): R
 - cycleWhile(Function1<AggregateResult<ID, R>, Boolean>): R

C Companion

- aggregate(ID, Iterable<InboundMessage<ID>>, Map<Path, Object>, Function1<Aggregate<ID>, R>): AggregateResult<ID, R>
- aggregate(ID, Network<ID>, Map<Path, Object>, Function1<Aggregate<ID>, R>): AggregateResult<ID, R>
- aggregate(ID, StateFlow<Iterable<InboundMessage<ID>>>, Function1<Aggregate<ID>, R>): StateFlow<AggregateResult<ID, R>>
- aggregate(ID, ReactiveNetwork<ID>, Function1<Aggregate<ID>, R>): StateFlow<AggregateResult<ID, R>>

I «interface» Network

ID

- write(OutboundMessage<ID>): Unit
- read(): Collection<InboundMessage<ID>>

I «interface» ReactiveNetwork

ID

- read(): StateFlow<Collection<InboundMessage<ID>>>
- write(OutboundMessage<ID>): Unit