



```
mouseClick$.pipe(
 switchMap(() =>
    request$.pipe(takeUntil(cancle$))
.subscribe((value) ⇒ {
 // do something
```

```
mouseDown$.pipe(
 switchMap(()
   mouseMove$.pipe(takeUntil(mouseUp$))
.subscribe(value ⇒ {
  // do something
```

取消請求 Cancel Request

4/- D&D **把**扭

取消請求 Cancel Request

拖拉 D&D

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Same Logic, Same Code

