```
mouseClick$.pipe(
  switchMap(() =>
    request$.pipe(takeUntil(cancel$))
  );
);
.subscribe((value) => {
  // do something
})
```

```
mouseDown$.pipe(
  switchMap(() =>
    mouseMove$.pipe(takeUntil(mouseUp$))
  )
)
.subscribe(value => {
  // do something
});
```

取消請求 Cancel Request

拖拉 D&D

取消請求 Cancel Request

```javascript
mouseClick$.pipe(
  switchMap(() =>
    request$.pipe(takeUntil(cancel$))
  )
)
.subscribe((value) => {
  // do something
})
```

拖拉 D&D

```javascript
mouseDown$.pipe(
  switchMap(() =>
    mouseMove$.pipe(takeUntil(mouseUp$))
  )
)
.subscribe(value => {
  // do something
});
```

Same Logic, Same Code