

Channels

```
interface Channel<E> : SendChannel<E>, ReceiveChannel<E>
```

```
suspend fun <E> SendChannel<E>.send(element: E)
```

```
fun <E> SendChannel<E>.close(cause: Throwable? = null): Boolean
```

```
suspend fun <E> ReceiveChannel<E>.receive(): E
```

Channels are iterable

```
val channel: ReceiveChannel  
  
for (element in channel) {  
    doSomething(element)  
}
```