

- **Jobs can have one parent Job**

- **Job is not complete until all its children are complete**

• **All children are cancelled when parent Job is cancelled**

- **Empty Jobs can be used as an aggregate for children**

```
val child = launch(DefaultDispatcher + parentJob) {  
    ..  
}
```

```
val child = launch(parent = parentJob) {  
    ...  
}
```


Jobs hierarchy

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- **All children are cancelled when parent Job is cancelled**
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