

# Channels are iterable

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

# produce

```
public fun <E> produce(  
    context: CoroutineContext = DefaultDispatcher,  
    ...,  
    block: suspend ProducerScope<E>().() → Unit  
) : ReceiveChannel<E>
```

```
val squaresChannel: ReceiveChannel<Int> = produce {  
    for (x in 0..5)  
        send(x * x)  
}
```