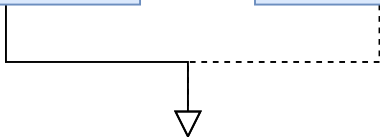


**AppCompatActivity**

«interface»  
**IQActorBasicFsm**



**ActorAppCompatActivity**

+ onCreate(Bundle?)

+ onDestroy()

# lifecycleLaunch(suspend CoroutineScope.() -> Unit)

# actorLaunch(suspend CoroutineScope.() -> Unit)

# updateUi(suspend () -> Unit) {suspend}