

## PromiseInterface

- + then(callable \$onFulfilled =null, callable \$onRejected=null)
- + otherwise(callable \$onRejected)
- + getState()
- + resolve(\$value)
- + reject(\$reason)
- + cancel()
- + wait(\$unwrap=true)



## Promise

- + \_\_construct(callable \$waitFn=null, callable \$cancelFn=null)
- + then(callable \$onFulfilled =null, callable \$onRejected=null)
- + otherwise(callable \$onRejected)
- + wait(\$unwrap=true)
- + getState()
- + cancel()
- + resolve(\$value)
- + reject(\$reason)