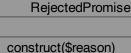## PromiseInterface

+ const PENDING
+ const FULFILLED
+ const REJECTED

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

RejectedPromise

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