

## PromiseInterface

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



## Coroutine

- + \_\_construct(callable \$qeneratorFn)
- + then(callable \$onFulfilled =null, callable \$onRejected=null)
- + otherwise(callable \$onRejected)
- + wait(\$unwrap=true)
- + getState()
- + resolve(\$value)
- + reject(\$reason)
- + cancel()
- + \_handleSuccess(\$value)
- + \_handleFailure(\$reason)
- + static of(callable \$qeneratorFn)