PromiseInterface const PENDING + const FULFILLED + const REJECTED + then(callable \$onFulfilled =null, callable \$onReiected=null) + otherwise(callable \$onRejected) + getState() + resolve(\$value) + reject(\$reason) + cancel() + wait(\$unwrap=true) Promise construct(callable \$waitFn=null, callable

\$cancelFn=null)
+ then(callable \$onFulfilled

+ otherwise(callable \$onRejected)+ wait(\$unwrap=true)

+ getState() + cancel()

+ resolve(\$value)+ reject(\$reason)

=null, callable \$onRejected=null)