#### 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)

### Coroutine

- + \_\_construct(callable \$generatorFn)
- + 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 \$generatorFn)

# FulfilledPromise

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

#### 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)

# RejectedPromise

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