

How does it work?

This is it

```
export interface Stream<A> {  
  run (sink: Sink<A>, scheduler: Scheduler): Disposable;  
}  
  
export interface Sink<A> {  
  event(time: Time, value: A): void;  
  end(time: Time): void;  
  error(time: Time, err: Error): void;  
}  
  
export interface Disposable {  
  dispose(): void;  
}
```

Disclaimer: except for the really important thing I haven't told you about yet