

```

1 struct ReturnType / std::coroutine_traits<ReturnType, ...> {
2     struct promise_type {
3         promise_type(T...); // opt.
4         ReturnType get_return_object();
5         std::suspend_always initial_suspend();
6         // ---- ↑ Start / ↓ Shutdown ----
7         void return_value(T); / void return_void();
8         void unhandled_exception();
9         std::suspend_always final_suspend() noexcept;

```

```

    };
}
```

```

1 struct Awaitable {
2     bool await_ready();
3     auto await_suspend(std::coroutine_handle<promise_type>);
4     auto await_resume();
5 };

```

