



@Louis_CAD

Writing your own: wrapping callbacks







```
override fun onReceive(call: Call<T>, response: Response<T>)
```

`suspend fun <T> C<T>.await(): T = suspend C<T>.await { c ->`


```
override fun onFailure(callee: Callable<T>, t: Throwable) {
```

cancel()
Cancel operation 🙅

enqueue(object: Cal1back<T>){

c.invokeOnceLater }



c.resumeWithException(t)



```
override fun onFailure(callee: Callable<T>, t: Throwable) {
```