

@LOUIS_CAD

Writing your own: wrapping callbacks

```
suspend fun <T> Call<T>.await(): T = suspendCancellableCoroutine { c ->
    c.invokeOnCancellation {
        cancel() // Cancels network operation 🙌
    }
    enqueue(object : Callback<T> {
        override fun onFailure(call: Call<T>, t: Throwable) {
            c.resumeWithException(t)
        }
    })
}
```

```
        override fun onResponse(call: Call<T>, response: Response<T>) {
            if (response.isSuccessful) {
                c.resume(response.body()!!) // Fail fast if null.
            } else {
                c.resumeWithException(HttpException(response))
            }
        }
    })
}
```



Don't forget `try/catch` at use-site.

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`suspend fun <T> Cancellable<T>.await(): T = suspendCancellable`

c.invokeOnceLater }

ab1eCrouitine{c ->

cancel()
Cancel operation 🙌



enqueue(object: Cal1back<T>){

rowable) }

override fun onFailure(called: Callable<T>, t: Throwable)

c.resumeWithException(t)




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

} else {

```
if(response.isSuccessful){
```

```
c.resume(response.body)!!!  
//Fast if null.
```

c.*runWithException(HttpException(response))*









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