



Writing your own: wrapping simple calls

```
suspend fun View.awaitOneClick() = try {  
    suspendCancellableCoroutine<Unit> { continuation ->
```

```
    }  
} finally {
```

```
}
```





**Use suspendCoroutine { } for
non cancellable callbacks.**





suspended *Can* *1* *lab* *1* *le* *Con* *ut* *in* *e* *<* *Unit* *>* *{* *continuation* *-* *>*

`suspend fun View.awaitOneClick() == try {`

} finally }

```
setOnClickListener { contentUnit.resume(Unit) }
```

setOnItemClickListener(**null**)