



try + awaitCancellation() + finally

```
suspend fun playSoundEffectUntilCancelled() {  
    MediaPlayer("someSoundEffect.mp3").apply {  
        try {  
            prepare()  
            isLooping = true  
            start()  
            awaitCancellation()  
        } finally {  
            stop()  
            release()  
        }  
    }  
}
```



```
isInWarningModeFlow.collectLatest { showWarning →  
    if (showWarning) isInWarningState.playSoundEffectUntilCancelled()  
}
```

Example 2: MediaPlayer

use-site

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use-site

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inline block + try + finally