



Continued until abstraction

```
interface SomeUserInterface {  
  
    suspend fun awaitSomeAction()  
  
    suspend fun showData(data: StateFlow<Something>): Nothing  
  
    suspend fun showLoadingStateUntilCancelled(  
        data: StateFlow<LoadingDetails>  
    ): Nothing  
}
```

**Can be implemented with traditional Views,
or with Compose State**

Coroutines powered UI abstraction

```
interface SomeUserInterface {  
  
    suspend fun awaitSomeAction()  
  
    suspend fun showData(data: StateFlow<Something>): Nothing  
  
    suspend fun showLoadingStateUntilCancelled(  
        data: StateFlow<LoadingDetails>  
    ): Nothing  
}
```

**Can be implemented with traditional Views,
or with Compose State**

Conclusion