@Louis_CAD

Use the right CoroutineScope 😥

_ither:

lifecycleScope, viewLifecycleOwner.lifecycleScope, or viewModelScope

Use the correct standard one among rememberCoroutineScope,

 Bypass the need to call launch with bridge functions like produceState or repeatOnLifecycle.

Make your own, ensuring it's cancelled at the right time.

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Either:

- Use the correct standard one among rememberCoroutineScope, lifecycleScope, viewLifecycleOwner.lifecycleScope, or viewModelScope
- Bypass the need to call launch with bridge functions like produceState or repeatOnLifecycle.
- Make your own, ensuring it's cancelled at the right time.

Use the right CoroutineDispatcher

