

try + finally

- Never forget stopping what shall be stopped

try + finally

➡

```
suspend fun View.awaitOneClick() = try {  
    suspendCancellableCoroutine<Unit> { continuation →  
        setOnClickListener {  
            setOnClickListener(null) // Prevent crash on double performClick()  
            continuation.resume(Unit)  
        }  
    }  
} finally {  
    setOnClickListener(null)  
}
```

Ensure callback is reset on cancellation
or on other exception thrown