



**Communication Between Contin**

**chanceis**

































































































































































































# Communication Between Coroutines

## channels

```
fun main() = runBlocking {  
    val shelf = bakeryPipeline()  
    val job = cashDesk(shelf)  
    delay(hours(8))  
    job.cancelAndJoin()  
    shelf.cancel()  
}
```

# Communication Between Coroutines

## channels