

a) **fun** iReturnNothing(): Nothing = Nothing()

b) **fun** iReturnNothing(): Nothing = **throw** Exception()

c) **fun** iReturnNothing(): Nothing {}

d) **fun** iReturnNothing(): Nothing = TODO()

e) **fun** iReturnNothing(): Nothing { while(true) println(".") }













































































































a) **fun** iReturning():Nothing = Nothing

b) `fun Nothing() : Nothing = throw Exception()`

c) `fun iReturnNothing(): Nothing {}`

d) fun iReturnNothing(): Nothing = TODO()

```
e) fun Nothing() : Nothing { while (true) println(".") }
```











How can a function that returns Nothing be implemented?

public inline fun **ToDo() : Nothing = throw** **NotImplementedError()**

How can a function that returns `Nothing` be implemented?

a) `fun iReturnNothing(): Nothing = Nothing()` ❌

b) `fun iReturnNothing(): Nothing = throw Exception()` ✅

c) `fun iReturnNothing(): Nothing {}` ❌

d) `fun iReturnNothing(): Nothing = TODO()` ✅

e) `fun iReturnNothing(): Nothing { while(true) println(".") }` ✅

`public inline fun TODO(): Nothing = throw NotImplementedError()`

Properties