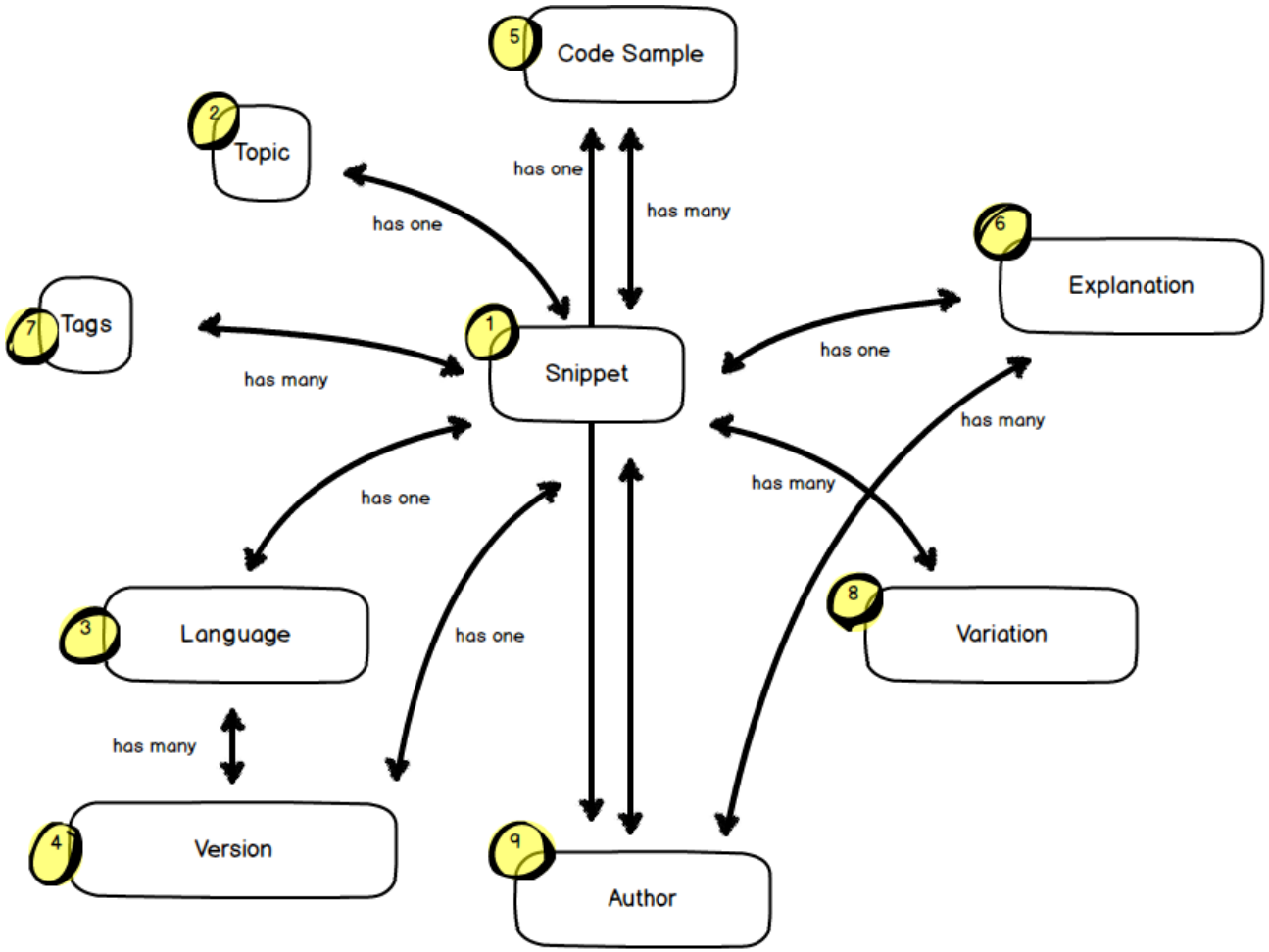


1. A snippet is a small template for code that performs a specific task in a specific language and language version.

2. Each snippet belongs to a specific topic. Examples may include: Promises, jQuery AJAX request, SQL Select statement, etc.

3. Each snippet is written for a specific programming language

4. Each snippet is written for a specific version of said programming language

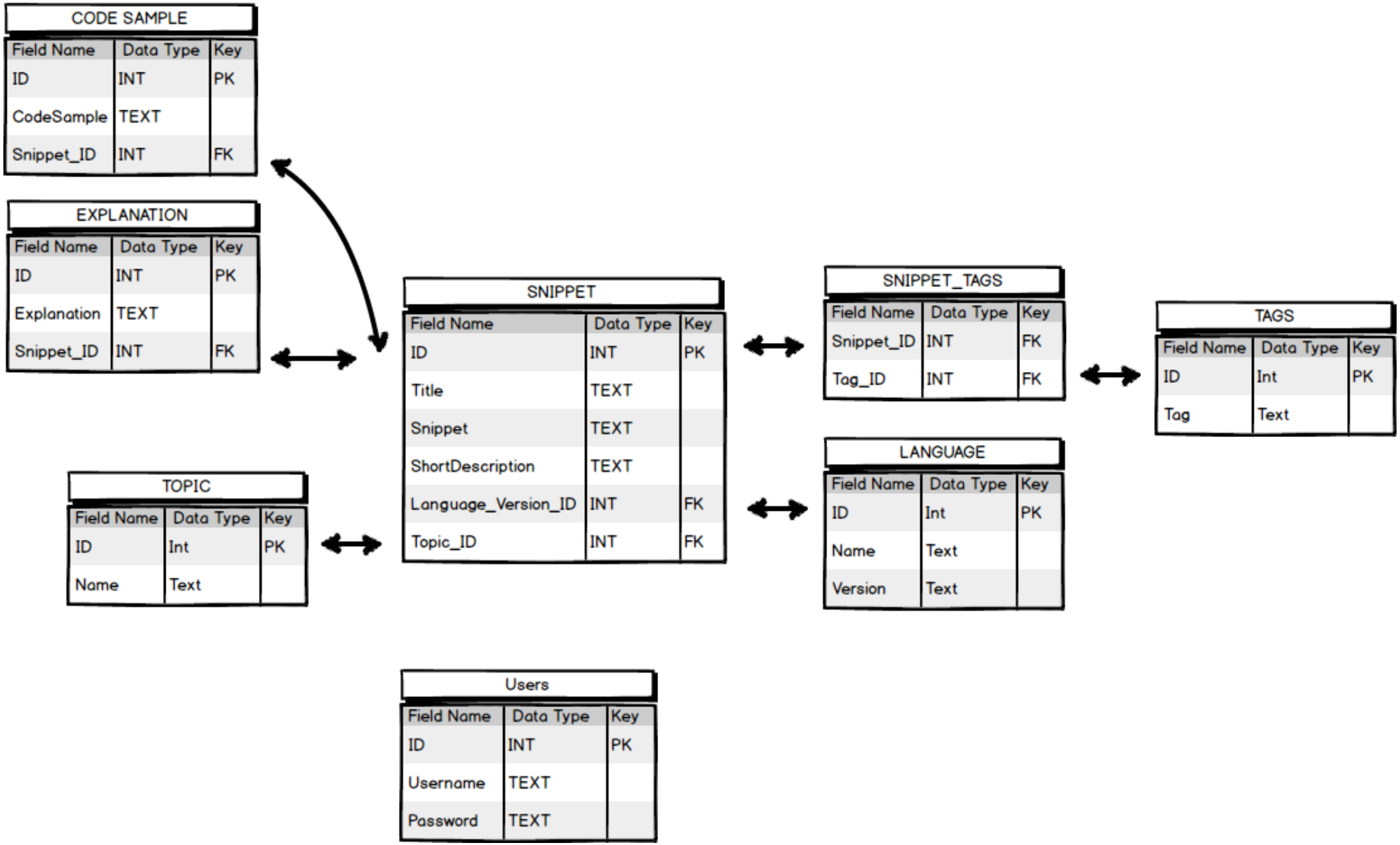
5. Snippets may be accompanied by fully written, working code samples that demonstrate the topic. A snippet may have more than one related code sample.

6. Snippets may be accompanied by an explanation of the topic. There is only one explanation allowed for each snippet.

7. Snippet authors and consumers can tag the snippet with additional keywords to enhance search

8. Sometimes there is more than one way to perform a task. In this case, a snippet can have more than one variation. All related snippets would be stored in the Snippet table, but the relationship would be tracked in another table.

9. A snippet has one author. A code sample has one author. An explanation can have many authors (like a wiki).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CodeSample TEXT
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EXPLANATION
Field Name Data Type Key
ID INT PK
Explanation TEXT
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Creating a Promise in JavaScript (ES6)

Snippet

```
//Declaration

let myFirstPromise = new Promise((resolve, reject) => {
});

//Use:

myFirstPromise.then((successMessage) => {
});
```

Examples

Add an Example

One | Two | Three | Four

```
let myFirstPromise = new Promise((resolve, reject) => {
  var x = 5;
  var y = 10;
  resolve(x * y);
});
myFirstPromise.then((success) => {
  console.log(success); // console logs 50
});
```

Rate this Code Sample

Explanation

Edit this Example

A promise can be:

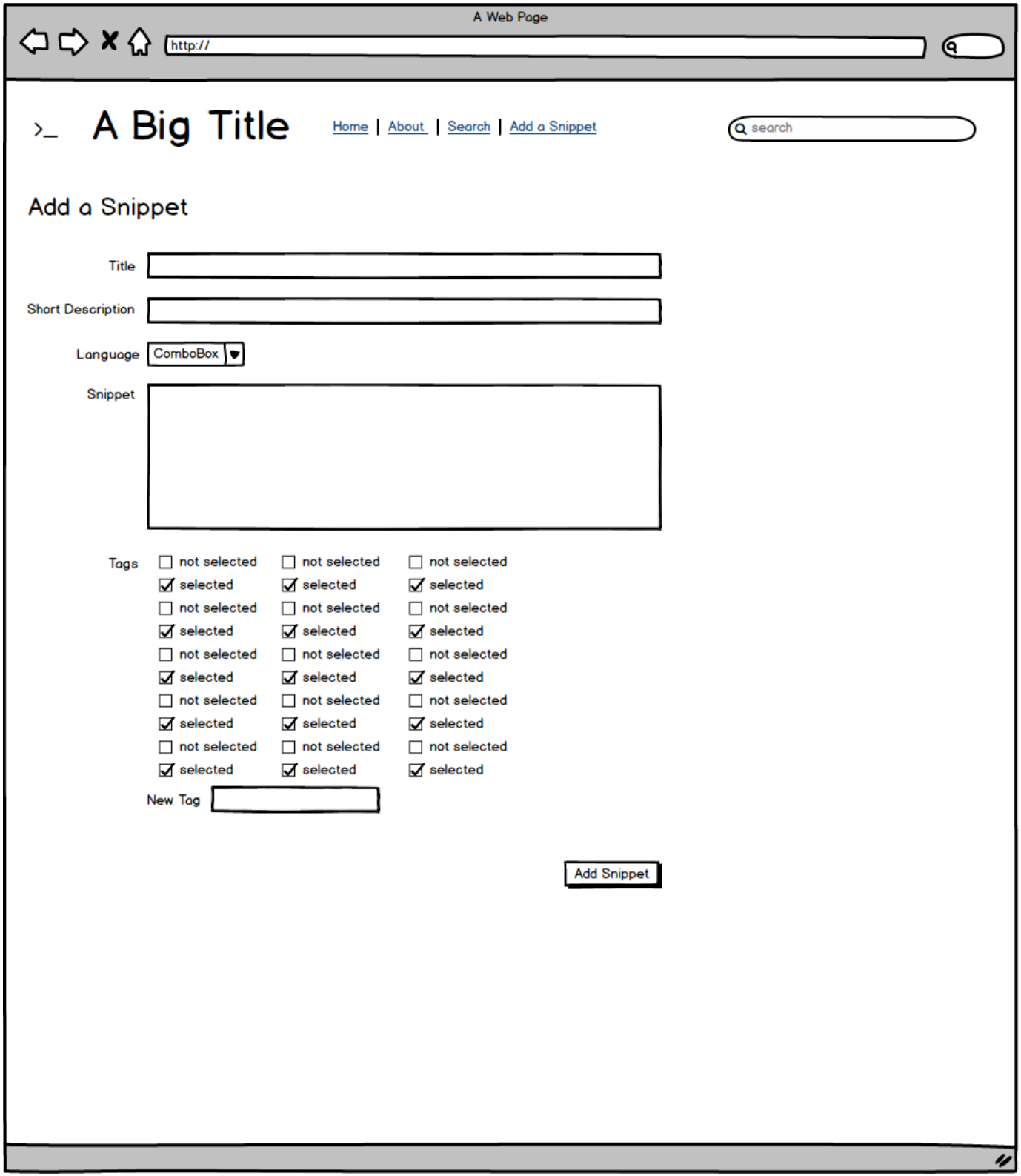
fulfilled - The action relating to the promise succeeded
rejected - The action relating to the promise failed
pending - Hasn't fulfilled or rejected yet
settled - Has fulfilled or rejected

The promise constructor takes one argument, a callback with two parameters, resolve and reject. Do something within the callback, perhaps async, then call resolve if everything worked, otherwise call reject.

Like throw in plain old JavaScript, it's customary, but not required, to reject with an Error object. The benefit of Error objects is they capture a stack trace, making debugging tools more helpful.

Tags

JavaScript Promises ES6 Asynchronous Programming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Language
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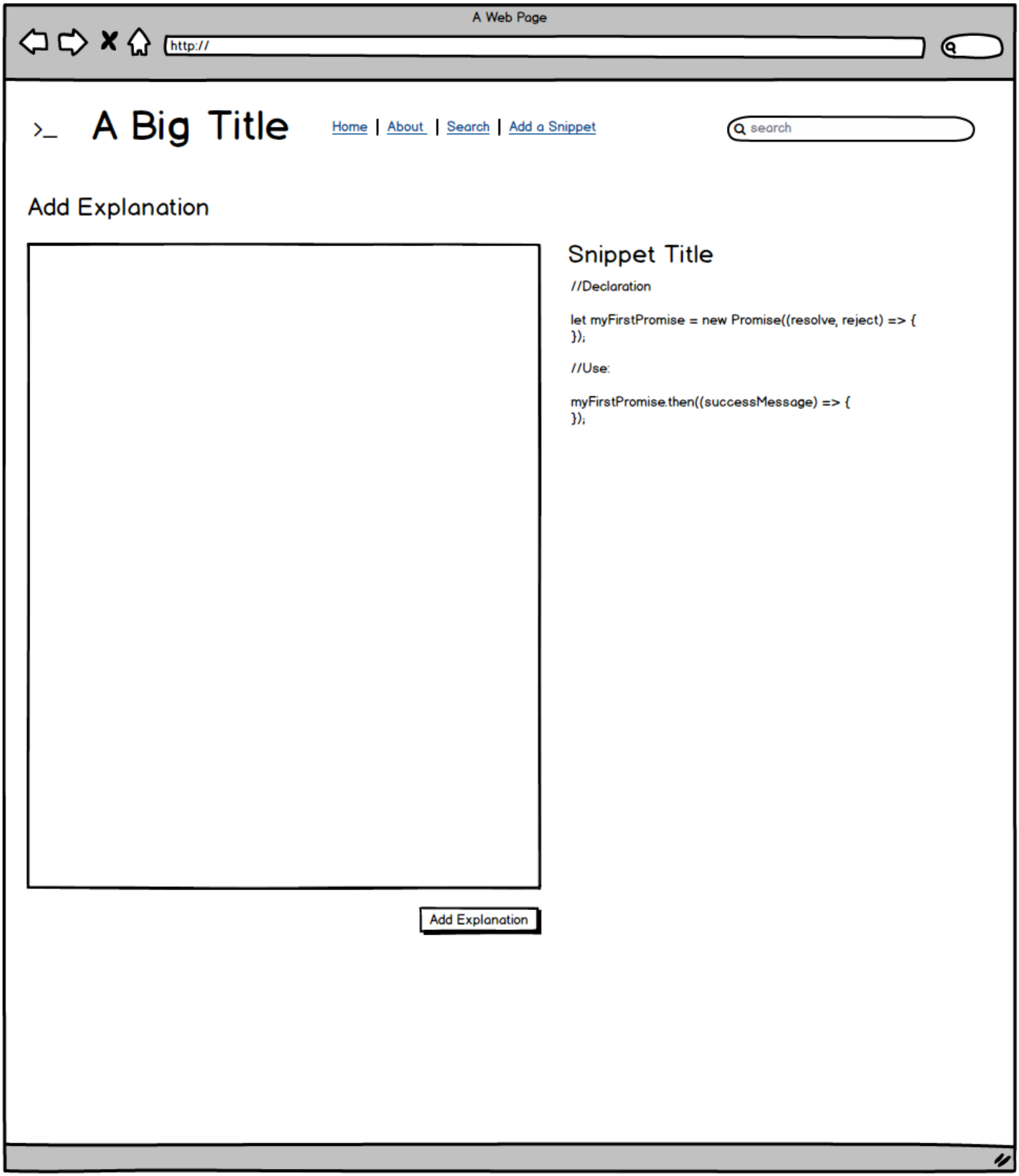
Snippet
Tags
not selected
selected
New Tag
Add Snippet
Ideas for Tag Submission:
Autocomplete?
Have Preset Tags Available,
Choose using Drop-down list or Checkboxes?
Only add Tag if it doesn't already exist?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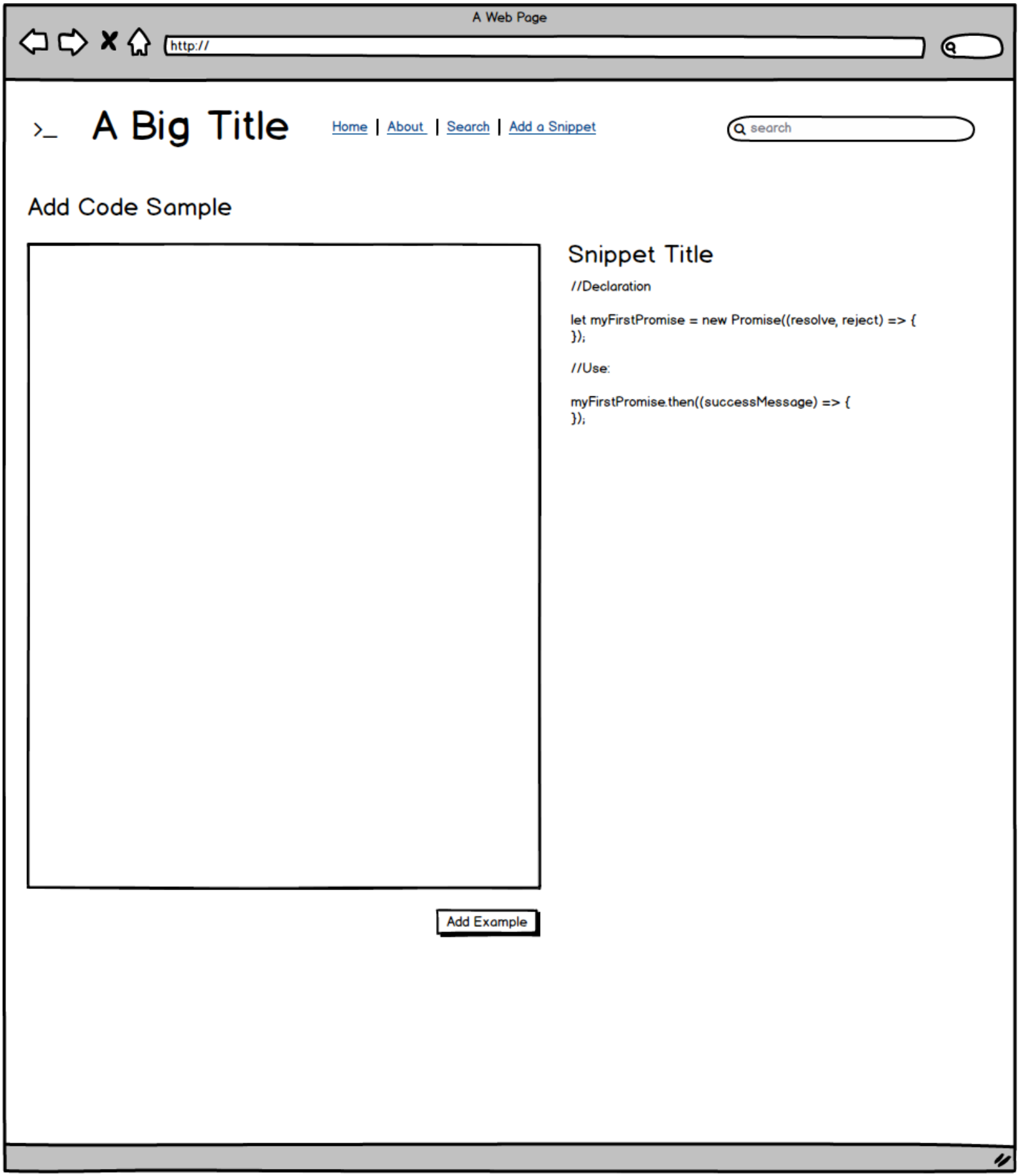
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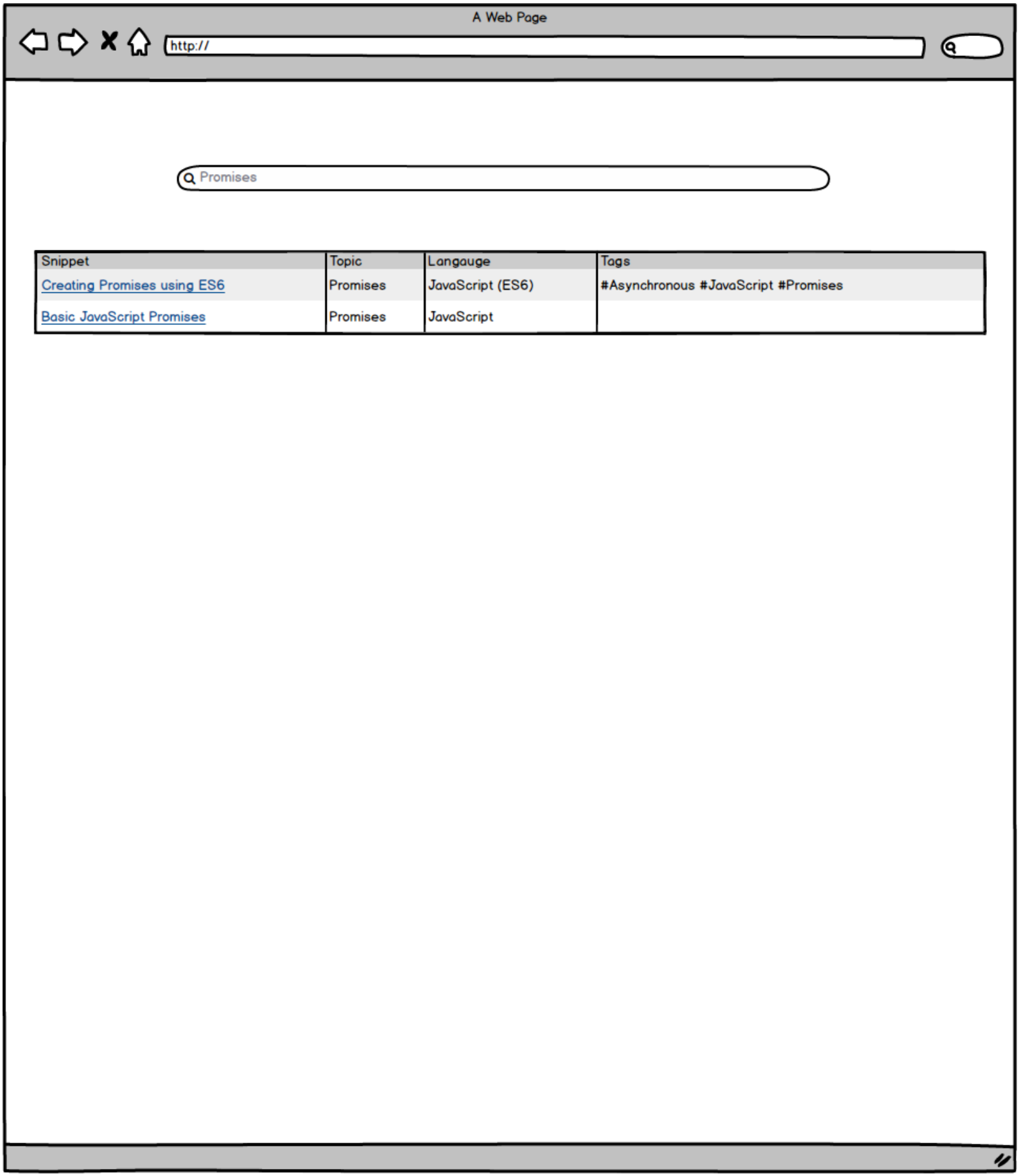
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JavaScript

Featured Snippet Title

A **paragraph** of text with an unassigned link.
A *second* row of ~~text~~ with a web link

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