

## JavaScript - Day 12

### ASYNCHRONOUS JAVASCRIPT :-

→ We don't have the data right away. Javascript is a single threaded language, it knows nothing of the outside world.

### PROMISES

→ A promise is an object that may produce a single value sometime in the future.

Either a resolved value or a reason why it's not resolved / rejected.

### 3 states of a promise.

★ Fulfilled

★ Pending

★ rejected.

\* But, we already have callbacks, why promises?

→ Promises were introduced in ES6 and are a bit more powerful, let's see how?

### \* CREATE a promise

```
const promise = new Promise((resolve, reject) => {
```

```
  if (someCondition) {
```

```
    resolve("work");
```

```
  } else {
```

```
    reject("something went wrong");
```

```
  }
```

```
});
```



## ① How to run Promise?

→ ② get the result

`Promise.then (result ⇒ console.log(result));`

① once promise is resolved or rejected

③ use the result.

Output: worked (assuming some condition is true).

## \* Chaining in Promise :-

`Promise.then (result1 ⇒ result1 + " : ) ").then (result2 ⇒ console.log (result2));`

> Worked.

Explanation :- The first .then() gave us the result and it got passed on the second .then(). This give in chaining in promises.

## \* What if an error occurs in any of .then()?

`Promise`  
`.then (....)`  
`.then (....)`  
`⋮`  
`.then (....)`

You can catch the error using catch.

`.catch (err ⇒ console.log ('error'));`

→ .catch will only catch error of .then() before it. If



you have `then()` after `catch()` it won't catch the error [Try adding throw Error in `then()`].

→ Promises are great for asynchronous programming.

\* We can store a promises in a variable.

\* We can do, `then()` on a promise which can get executed when the promise return.

### \* Combining Promises :-

```
const promise1 = new promise (resolve, reject) => {
  setTimeout (resolve, 500, 'Hi P1')
}
```

```
const promise2 = new promise (resolve, reject) => {
  setTimeout (resolve, 1000, 'Hi P2');
}
```

```
const promise3 = new promise (resolve, reject) => {
  setTimeout (resolve, 5000, 'Hi P3');
}
```

→ To combine all these promises, we can use `promise.all`.

```
Promise.all ([ promise1, promise2, promise3 ],
  then (values => { console.log (values); }
  );
```

→ It takes array of ~~arguments~~ as an array argument.

```
> ['Hi P1', 'Hi P2', 'Hi P3'];
```

→ Returns an array of resolved values.

→ This result returns after 5000 ms.

\* Combining Promises :-

```
const promise = new Promise (resolve, reject) => {
    setTimeout (resolve, 2000, 'Hi P2')
}
```

```
const promises = new Promise (resolve, reject) => {
    setTimeout (resolve, 1000, 'Hi P2')
}
```

```
const promises = new Promise (resolve, reject) => {
    setTimeout (resolve, 2000, 'Hi P3')
}
```

→ To combine all these promises, we can use `Promise.all`.

```
Promise.all ([promise1, promise2, promise3])
.then (values) => console.log (values) }
```

→ It takes array of promises as an argument.