# 2821. Delay the Resolution of Each Promise

Easy

Leetcode Link

## Problem Description

The problem involves an array called `functions` that contains several functions. Each function, when called, will return a promise. A promise in JavaScript is an object representing the completion (or failure) of an asynchronous operation. Along with the `functions` array, you are also given a number `ms`, which represents the number of milliseconds of delay to introduce before each promise resolves.

Your task is to return a new array of functions so that when each function is called, it will return a promise that only resolves after waiting for the duration specified by `ms`. This delay should be applied individually to each of the promises returned by the functions in the new array. Each promise must preserve the order in which the original functions from the `functions` array were called.

The goal is to create a new array of functions in such a way that if you call the functions in sequence, each function will delay its execution by the specified `ms` milliseconds before resolving its promise, ensuring that the asynchronous operations are executed with a consistent delay between them.

## Intuition

To solve this problem, we leverage the `map` function in JavaScript, which allows us to transform each element in an array using a transformation function. In this context, each element in the `functions` array is a function that returns a promise.

By using `map`, we can iterate over each function in `functions`, and create a corresponding function in the new array that, when called, initiates a delay before calling the original function (`fn`). After the delay, the original function should be called, and the promise it returns should be the result of the new function.

Here's how we arrive at the solution approach:

1. Use `map` to iterate over each function in the `functions` array.
2. For each function (`fn`), create a new `async` function that:
   - Waits for the specified `ms` milliseconds using `setTimeout` wrapped in a promise. This is accomplished with `await new Promise(resolve => setTimeout(resolve, ms));`. The `await` keyword pauses the function execution until the timeout completes.
   - Calls the original function `fn()` to get the promise it was supposed to return.
   - Returns the promise from calling `fn()` so that the returned value matches the intended asynchronous action of the original function.

By defining the new function as `async`, we are indicating that it is an asynchronous function that implicitly returns a promise, which can be awaited. This aligns with the requirement that each function in the new array should return a promise as well.

The solution effectively delays the resolution of each promise from the original array of functions, while maintaining the sequence and behavior they are intended to have.

## Solution Approach

The implementation of the solution involves using a higher-order function, `map`, and leveraging the `async`/`await` syntax of JavaScript to handle the timing of the promise resolution.

The `map` function is a method available on arrays in JavaScript, which creates a new array with the results of calling a provided function on every element in the calling array. The provided function should take each element from the original array (in this case, `functions`), apply a transformation, and return the new value that will be included in the new array.

In our case, we're using it to iterate over each function in the `functions` array and create a new function that introduces a delay before execution. This is our transformation. The `async` keyword is used to define the returning function as asynchronous, meaning it will return a `Promise` and allow the use of `await` inside its body.

Here is a step-by-step explanation of the code:

1. We call `map` on the original `functions` array.

2. `map` takes a function as its argument, which will be executed on each element (`fn`) of `functions`.

3. Inside this function, we return a new `async` function. This ensures that the returned function is an asynchronous function, which implicitly returns a promise.

4. Within the new `async` function, the first operation is `await new Promise(resolve => setTimeout(resolve, ms));`. This creates a promise that resolves after a delay of `ms` milliseconds.

   - `new Promise(resolve => setTimeout(resolve, ms))` creates a new promise that will execute the `setTimeout` function. `setTimeout` is scheduled to call `resolve()` after `ms` milliseconds, resolving the promise.
   - By using `await`, we're telling JavaScript to wait until the promise is resolved (after the delay) before moving on to the next line.

5. Once the delay has finished, the original function `fn` is called. We return `fn()` which calls the original function and returns its promise. Since we're in an `async` function, the result of `fn()` is returned as a resolved value of the outer asynchronous function's promise.

6. Each new function created by the `map` loop now includes the delay as described, and the resulting functions are collected into a new array. This new array is then returned by the `delayAll` function.

The result is an array of functions that match the behavior of the original functions but with each of their promises resolving after a delayed interval specified by `ms`. This solution is elegant and cleanly utilizes JavaScript's handling of asynchronicity to enforce a simple yet crucial requirement—the delay between promise resolutions.

### Example Walkthrough

Let's consider an example to illustrate the solution approach with a simple scenario:

Suppose we have an array of functions `functions`, where each function, when called, simply resolves a promise with its index in the array. We are given a delay `ms` of `1000` milliseconds, which means we want to introduce a 1-second delay before each promise resolves.

```javascript
// Original functions array
let functions = [
  () => Promise.resolve('Function 1'),
  () => Promise.resolve('Function 2'),
  () => Promise.resolve('Function 3')
];
```

To apply the solution approach, we will follow these steps:

1. We create a new array, `delayedFunctions`, by mapping over each function in `functions`.

```javascript
// Apply transformation to introduce delay
let ms = 1000; // Delay of 1000 milliseconds
let delayedFunctions = functions.map((fn, index) => {
  // Step 2: Return the new async function
  return async () => {
    // Step 4: Introduce delay
    await new Promise(resolve => setTimeout(resolve, ms));
    // Step 5: Call original function
    return fn();
  };
});
```

2. Each element in `delayedFunctions` is now an `async` function that will incorporate the delay before calling the original function:

```javascript
// Call each function in sequence with the delay
delayedFunctions[0]().then(console.log); // After 1 second, logs: "Function 1"
delayedFunctions[1]().then(console.log); // After 1 more second, logs: "Function 2"
delayedFunctions[2]().then(console.log); // After 1 more second, logs: "Function 3"
```

By calling the functions in sequence, we observe that each function waits for 1 second (the value of `ms`) before resolving its promise. The output is logged to the console with a consistent 1-second delay between each message. This confirms that the solution approach works as intended, with each new function in `delayedFunctions` behaving exactly like its counterpart in `functions`, but with the additional specified delay before resolution.

## Python Solution

```python
from typing import Callable, List
import asyncio

def delay_all(functions_array: List[Callable], delay_ms: int) -> List[Callable]:
    """
    Wraps each function in a given list with a delay.
    The delayed functions, when invoked,
    will wait for the specified milliseconds before executing the original function.

    :param functions_array: The list of functions to be delayed.
    :param delay_ms: The number of milliseconds to delay the function execution.
    :return: A list of delayed functions.
    """

    async def delayed_function(original_function: Callable) -> Callable:
        """
        Returns an async function that delays the given original function.

        :param original_function: The function to be delayed.
        :return: The delayed function.
        """
        async def wrapper(*args, **kwargs):
            # Delay the execution by sleeping for the specified amount of time
            await asyncio.sleep(delay_ms / 1000)  # asyncio.sleep uses seconds
            # Invoke the original function after the delay
            return original_function(*args, **kwargs)

        return wrapper

    # Map each original function to its delayed counterpart
    return [delayed_function(func) for func in functions_array]

```

## Java Solution

```java
import java.util.concurrent.*;
import java.util.function.*;
import java.util.List;
import java.util.stream.Collectors;

public class DelayFunctions {

    /**
     * Wraps each function in a given list with a delay.
     * The delayed functions, when invoked, will wait for the specified milliseconds before executing the original function.
     *
     * @param functionsList The list of functions to be delayed.
     * @param delayMs       The number of milliseconds to delay the function execution.
     * @return A list of delayed functions.
     */
    public static List<Supplier<Future<Object>>> delayAll(List<Supplier<Object>> functionsList, int delayMs) {
        ExecutorService executor = Executors.newFixedThreadPool(functionsList.size());

        // Map each original function to a new function that has a delay
        return functionsList.stream().map(originalFunction -> (Supplier<Future<Object>>) () -> {
            // Return a Future task
            return executor.submit(() -> {
                // Delay the execution by waiting for the specified amount of time
                try {
                    TimeUnit.MILLISECONDS.sleep(delayMs);
                } catch (InterruptedException e) {
                    Thread.currentThread().interrupt(); // Restore the interrupted status
                    // Handle the interrupted exception
                }
                // Invoke the original function after the delay
                return originalFunction.get();
            });
        }).collect(Collectors.toList());
    }
}

```

## C++ Solution

```cpp
#include <functional>
#include <vector>
#include <chrono>
#include <thread>

/**
 * Wraps each function in a given vector with a delay.
 * The delayed functions, when invoked,
 * will wait for the specified duration in milliseconds before executing
 * the original function.
 *
 * @param functionsVector The vector of functions to be delayed.
 * @param delayMs The number of milliseconds to delay the function execution.
 * @return A vector of delayed functions.
 */
std::vector<std::function<void()>> delayAll(
    const std::vector<std::function<void()>>& functionsVector,
    int delayMs) {

    // Create an empty vector of std::function objects to hold the delayed functions
    std::vector<std::function<void()>> delayedFunctions;

    // Iterate over the functions in the input vector
    for (const auto& originalFunction : functionsVector) {
        // Create a new function with a delay
        std::function<void()> delayedFunction = [originalFunction, delayMs]() {
            // Create a duration object for the delay
            std::chrono::milliseconds duration(delayMs);
            // Put the current thread to sleep for the time specified by duration
            std::this_thread::sleep_for(duration);
            // After the delay, call the original function
            originalFunction();
        };
        // Add the delayed function to the vector of delayed functions
        delayedFunctions.push_back(delayedFunction);
    }

    // Return the vector containing the delayed functions
    return delayedFunctions;
}

```

## Typescript Solution

```typescript
/**
 * Wraps each function in a given array with a delay.
 * The delayed functions, when invoked,
 * will wait for the specified milliseconds before executing the original function.
 *
 * @param {Function[]} functionsArray - The array of functions to be delayed.
 * @param {number} delayMs - The number of milliseconds to delay the function execution.
 * @returns {Function[]} An array of delayed functions.
 */
function delayAll(functionsArray: Function[], delayMs: number): Function[] {
    return functionsArray.map(originalFunction => {
        // Return a new async function
        return async function delayedFunction(): Promise<any> {
            // Delay the execution by waiting for the specified amount of time
            await new Promise<void>(resolve => setTimeout(resolve, delayMs));
            // Invoke the original function after the delay
            return originalFunction();
        };
    });
}

```

## Time and Space Complexity

### Time Complexity

The time complexity of the `delayAll` function is `O(n)`, where `n` is the number of functions in the `functions` array. The map function iterates over each function and wraps it with an asynchronous function that introduces a delay before invoking the original function. The delay itself (`setTimeout(resolve, ms)`) does not add to the computational complexity, as it's merely setting up a timer and not performing any computation during the waiting time.

However, invoking each delayed function will incur the `ms` delay plus the time complexity of the original function. If the time complexities of the provided functions are not uniform, the overall time complexity when executing all the delayed functions would be `O(m + f(n))`, where `m` is the constant delay (`ms`) multiplied by `n` and `f(n)` represents the time complexity of the original functions which is executed after the delay.

### Space Complexity

The space complexity of the `delayAll` function is also `O(n)`. This is due to the creation of a new array of asynchronous functions based on the length of the input `functions` array. Each created function is essentially a closure that captures the `fn` and `ms` variables.

Beyond the array itself, the space required for each closure (the delayed asynchronous functions) does not depend on the size of the input array, but on the space complexity of the individual functions `fn()` when they are called at runtime. Therefore, the overall space complexity of the entire operation when you include the runtime execution of the delayed functions would be `O(n + s(n))`, where `s(n)` is the additional space required by the execution of the original functions collectively.