

# Network Requests in JavaScript



# Using pure JavaScript

If you've ever wondered what goes on underneath the JavaScript libraries which are used to make network calls or if you want to achieve this with pure JavaScript, keep reading.



# XMLHttpRequest (XHR)

The XHR instances are used to interact with servers in JavaScript. To create an XHR object, simply call the constructor:

```
const xhr = new XMLHttpRequest();
```



# Methods

- open): This method only initialises the created XHR object, doesn't send the request to the server.
- send): This is the method that **actually** sends the request to the server.
- setRequestHeader): Used to set request headers like Content-Type Cookie , etc.
- abort): Used to **abort** an ongoing request.



# Properties

- response: The response body, can be string, blob or arraybuffer in case of binaries).
- status: The response status 404, 500, etc. number e.g., 200,
- timeout: The timeout value can be set on the client to specify the number of milliseconds to wait before firing the timeout event.
- readyState: The state of the **XHR client**.



# Events

The XHR object fires some lifecycle events during the process of sending the request and receiving the response. We can either subscribe to these events using the **addEventListener** method or set the event handler property directly on the client object.





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