

1 Callbacks

1.1 Definition

[Callback](#) is a function send as parameter to another function. The callback function is executed at the appropriate time.

1.2 [Example](#)

1.3 Callbacks in JS

Callbacks are widely used in Javascript, from generic algorithms to async functionality, eg: array [sort](#) , nodejs [read file](#) .

1.4 Why we use Callbacks in JS ?

Javascript is an event driven language, that means JS will continue executing while listening for [events](#) .

1.5 Callbacks in other languages

[Java](#)

1.6 Exercises

Implement the following functionalities:

- `forEach(array, callback)` returns undefined.

Callback signature `(value,index,array)` . If the callback returns false, `forEach` should stop.

- `filter(array, callback)` returns a new filtered array.

Callback signature `(value,index,array)`. If the callback returns true, the element should be added to response.

- `map(array, callback)` returns a new array.

Callback signature `(value,index,array)`. The return from callback should be added to response.

- `sort(array, callback)` returns a new sorted array.

Callback signature `(value,index,array)`. If callback is not specified you will use the \leq operator to compare elements.

2 Promises

2.1 Definition

[Promise](#) is an object representing the eventual completion or failure of an asynchronous operation. Essentially, a promise is an object to which you attach callbacks, instead of passing callbacks into a function.

2.2 Example

2.3 Methods

- [Promise.all](#) method returns a single Promise that resolves when all of the promises passed as an iterable have resolved or when the iterable contains no promises. It rejects with the reason of the first promise that rejects.
- [Promise.race](#) method returns a promise that resolves or rejects as soon as one of the promises in an iterable resolves or rejects, with the value or reason from that promise
- [Promise.resolve](#) and [Promise.reject](#)

2.4 Exercises

Using es6 classes provide your own implementation of Promise called [MyPromise](#). Your promise should support:

- `then(cb)`, which can be chain.
- `catch(cb)`, wich can be chain as well.
- static method `all([Promises])`, returns `MyPromise` with a list of values

3 `async` / `await`

3.1 Definition

The `async` function declaration defines an asynchronous function, which returns an `AsyncFunction` object. An asynchronous function is a function which operates asynchronously via the event loop, using an implicit `Promise` to return its result. But the syntax and structure of your code using `async` functions is much more like using standard synchronous functions.

3.2 Example

3.3 Exercises

Create a wrapper over nodejs `readline` that returns a list of lines. I want to be able to use it as follows: `(await asyncReadLines('a.txt')).forEach(line=> console.log(line));`

4 try / catch

4.1 Syntax

```
try
{
...
}catch(e)
{
...
}
```

4.2 Example

4.3 Exercises

Extend JS [Error](#) class and customize error message. Use es6 class inheritance.
Create a class Validator, that accepts 1 parameter.

- class Validator has the following methods: isNumber, isGreaterThan(value), isLessThan(value), isString, hasLengthGreaterThan(value), hasLengthLessThan(value) all those methods are chainable.
- If the value send to constructor is null throw `NotNullError`, is undefined throw `NotUndefinedError`, is function throw `Error` with message functions are not supported.
- Create Error classes for all the methods.
- Throw appropriate error if the value is not in range
- eg: `new Validator(5).isNumber().isGreaterThan(0).isLessThan(3)`

5 Fetch

5.1 Example

5.2 Exercise

Implement your own fetch as a wrapper over node [http module](#)