

API Reference

by Forbes Lindesay (with many examples taken from MDN (https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise))

Methods

Promise.all(iterable)

Returns a Promise that waits for all promises in the `iterable` to be fulfilled and is then fulfilled with an array of those resulting values (in the same order as the input).

[Show Example](#)

[Show Polyfill](#)

Promise.denodeify(fn, length)

Non Standard

Some promise implementations provide a `.denodeify` method to make it easier to interoperate with node.js code. It will add a `callback` to any calls to the function, and use that to fulfill or reject the promise.

If the function returns a Promise, the state of that Promise will be used instead of the callback.

If `length` is specified and more arguments are passed than `length`, the remaining arguments will not be passed down to `fn`.

[Show Example](#)

[Show Polyfill](#)

Promise.race(iterable)

Returns a promise that resolves or rejects as soon as any of the promises in `iterable` have been resolved or rejected (with the corresponding reason or value).

[Show Example](#)

[Show Polyfill](#)

Promise.reject(reason)

Returns a promise that is rejected with the given `reason`.

[Show Example](#)[Show Polyfill](#)

Promise.resolve(value)

Returns a promise that is resolved with the given `value`.

If the `value` is a promise, then it is unwrapped so that the resulting promise adopts the state of the promise passed in as `value`. This is useful for converting promises created by other libraries.

[Show Example](#)[Show Polyfill](#)

Prototype Methods

Promise.prototype.catch(onRejected)

Equivalent to calling `Promise.prototype.then(undefined, onRejected)`

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Promise.prototype.done(onFulfilled, onRejected)

Non Standard

Calls `onFulfilled` OR `onRejected` with the fulfillment value or rejection reason of the promise (as appropriate).

Unlike `Promise.prototype.then` it does not return a Promise. It will also throw any errors that occur in the next tick, so they are not silenced. In node.js they will then crash your process (so it can be restarted in a clean state). In browsers, this will cause the error to be properly logged.

Note that `promise.done` has not been standardised. It is supported by most major promise libraries though, and is useful for avoiding silencing errors by accident. I recommend using it with the following polyfill (`#[a(href="/polyfills/promise-done-" + versions.promise + ".min.js") minified] / #[a(href="/polyfills/promise-done-" + versions.promise + ".js") unminified]`):

```
<script src="https://www.promisejs.org/polyfills/promise-done-#{versions.promise}.min.js"></script>
```

[Show Example](#)[Show Polyfill](#)

Promise.prototype.finally(onResolved)

Non Standard

Some promise libraries implement a (non-standard) `.finally` method. It takes a function, which it calls whenever the promise is fulfilled or rejected. It can be polyfilled with:

[Show Example](#)[Show Polyfill](#)

Promise.prototype.nodeify(callback, ctx)

Non Standard

Some promise implementations provide a `.nodeify` method to make it easier to interoperate with node.js code. If the `callback` parameter is not a function, it simply returns the promise without any changes. If the callback is a function, it is called and `undefined` is returned.

[Show Example](#)[Show Polyfill](#)

Promise.prototype.then(onFulfilled, onRejected)

Calls `onFulfilled` OR `onRejected` with the fulfillment value or rejection reason of the promise (as appropriate) and returns a new promise resolving to the return value of the called handler.

If the handler throws an error, the returned Promise will be rejected with that error.

If the `onFulfilled` handler is not a function, it defaults to the identity function (i.e. `function (value) { return value; }`).

If the `onRejected` handler is not a function, it defaults to a function that always throws (i.e. `function (reason) { throw reason; }`).

[Show Example](#)

Further Reading

- Promises Introduction (/) - explains why Promises are necessary and why we can't just use callbacks.
- Patterns (/patterns/) - patterns of promise use, introducing lots of helper methods that will save you time.
- MDN (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Promise) - The mozilla developer network has great documentation on promises.

← introduction (/)

patterns → (/patterns/)

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Can you make this better? Please fork it on GitHub (<https://github.com/ForbesLindesay/promisejs.org>)