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# Promises



# Agenda

- **Recap**
- **Callback Functions (revisited)**
- **Javascript Engine: How It Works**
- **Promises**
- **Fetch API**



# Recap



## Recap

- API
- AJAX
- JSON



# Callback Functions (revisited)



# Callback Functions

- Javascript is **single threaded** and follows the **async model**
- A **callback function**
  - is a function that is **passed to another function as a parameter** (also known as a higher-order function)
  - it is **called (or executed) in the future (when it's invoked by that other function), not immediately**



# Callback Hell / The Pyramid of Doom

- One of the biggest problems of callbacks: **the chaining of different asynchronous activities**
- You end up calling function after function to pass around values
- The result is an unmaintainable **“callback hell”**
  - => PROMISES

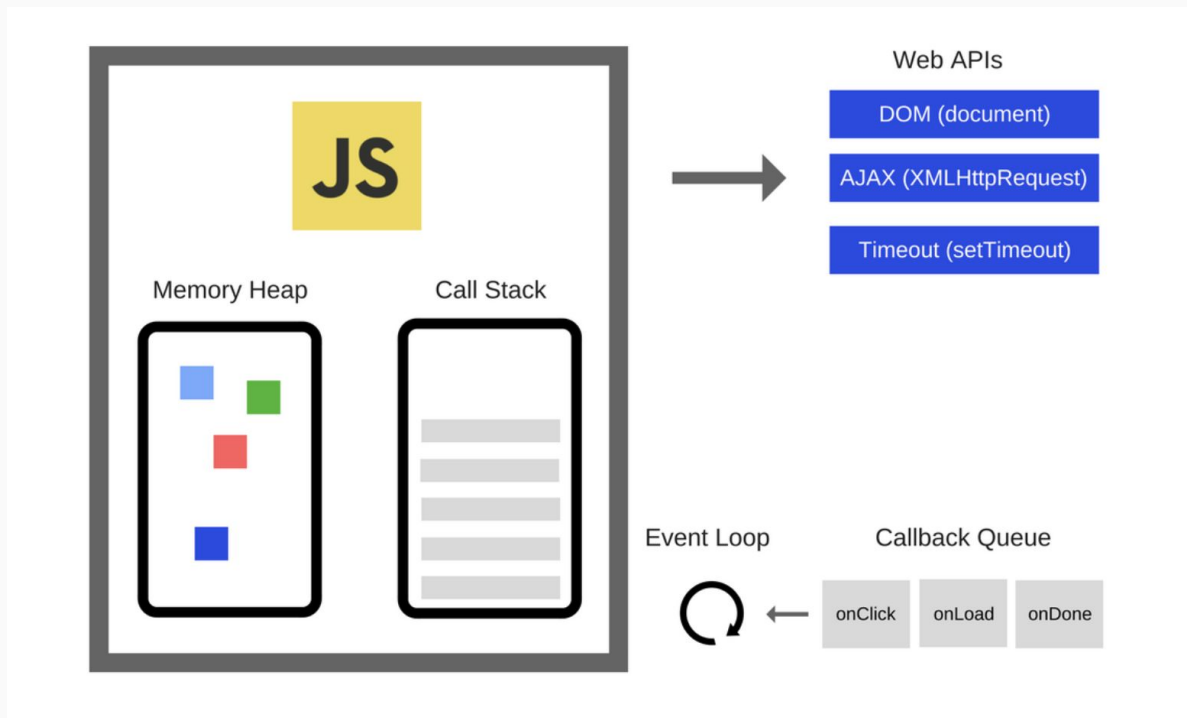
```
a(function (resultsFromA) {  
  b(resultsFromA, function (resultsFromB) {  
    c(resultsFromB, function (resultsFromC) {  
      d(resultsFromC, function (resultsFromD) {  
        e(resultsFromD, function (resultsFromE) {  
          f(resultsFromE, function (resultsFromF) {  
            console.log(resultsFromF);  
          })  
        })  
      })  
    })  
  })  
});
```

# Javascript Engine: How It Works





# Event Loop



[Image Source](#)

# Promises



# Promise Definition

- **A promise is an object** that **may produce a value some time in the future**
- It allows you to associate handlers with an **asynchronous action's** eventual **success value** or **failure reason**.
- **Analogies:**
  - Promises from parents
  - Buying a salad or a sandwich from Panemar

# Promise States

- **3 states:**
  - **Pending** - initial state, not fulfilled, nor rejected
  - **Fulfilled / Resolved** - the operation completed successfully
  - **Rejected** - the operation failed
- **Settled promise** = not pending (either fulfilled or rejected)

# How promises work

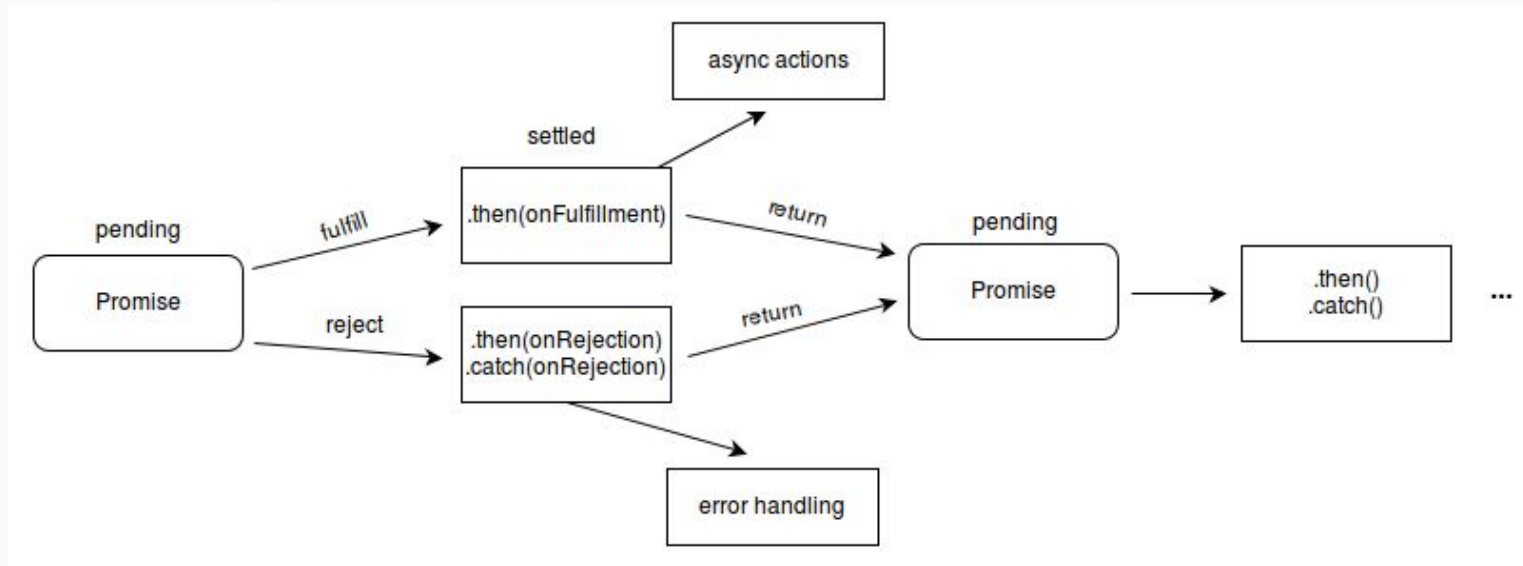
- Essentially, a promise is **an object to which you attach callbacks**, instead of passing callbacks into a function. ([MDN](#))

```
function doSomethingAsync(params, callback) {                // old
    processParams(); // do something here with the params
    callback(); // call the callback
}
doSomethingAsync(params, callback);

function doSomethingAsync(params) {                            // new
    return processParams(); // processParams should return a promise
}
doSomethingAsync(params).then(callback);
```

# Promise Chaining

- **.then(onFulfilled, onRejected)**
  - Returns a promise in the pending status
- **.catch(onRejected)**



# Let's Practice



# Practice

- **Using the previous code, separate the API calls into their own file**
- **Use promises to:**
  - **Avoid the callback hell**
  - **Handle errors properly**



# Fetch API



## Verifying if response is successful (Fetch API)

```
fetch(root + '/posts/1', { method: 'GET' })
  .then(function(response) {
    if (response.ok) {
      return response.json();
    }
    throw new Error('Network response was not ok.');
```

```
  })
  .then(function(jsonResp) {
    console.log(jsonResp);
  })
  .catch(function(error) {
    console.log("There was a network error", error);
  });
```

# Resources

<https://www.quora.com/What-is-callback-hell>

<http://javascriptissexy.com/understand-javascript-callback-functions-and-use-them/>

<https://scotch.io/tutorials/javascript-promises-for-dummies>

<https://medium.com/javascript-scene/master-the-javascript-interview-what-is-a-promise-27fc71e77261>

[https://dev.to/azizhk110/javascript-promise-chaining--error-handling?utm\\_content=buffer50085&utm\\_medium=social&utm\\_source=facebook.com&utm\\_campaign=buffer](https://dev.to/azizhk110/javascript-promise-chaining--error-handling?utm_content=buffer50085&utm_medium=social&utm_source=facebook.com&utm_campaign=buffer)

<https://medium.com/cameron-nokes/4-common-mistakes-front-end-developers-make-when-using-fetch-1f974f9d1aa1>

<https://devhints.io/js-fetch>

**WATCH:** <https://www.youtube.com/watch?v=8aGhZQkoFbQ>

