Fetch is the new way to make network requests! After looking at all of the manual setup that needs to go into setting up an `XMLHttpRequest`, you might be feeling (like I sure did!) that a lot of complexity went into making a simple request. If all I want is an image from Unsplash, why do I need to do all this setup before I can even make the request? I just want an image file, so let me just ask for the file without having to drill through the unnecessarily complicated XHR spec.

Fetch is a new API that was built to make requesting resources (primarily across a network) a whole lot easier. One thing that makes the new Fetch API a lot nicer than the old XHR way of doing things is that Fetch is promise-based!

Hopefully you're sold that Fetch is the way of the future for making requests, so let's see it in action!

> ### ⚠ Fetch Is Promise-based ⚠
> As mentioned above, the new Fetch API utilizes Promises under the hood. If you've got a handle on how Promises work, then give yourself a pat on the back then skip down to the next section. If the word "Promises" makes you feel a little queasy and unsure of your life's future, don't panic! Breathe! Then head over to our short course on JavaScript Promises to level up your JavaScript muscles.

> ### ⚠ Might Need A Polyfill ⚠
> Check out http://caniuse.com/#feat=fetch to see if your browser supports this awesome new API!
>
> If your browser is not supported, just add this polyfill to your project, so you can start using Fetch even without your browser supporting it!