

# ASYNC JAVASCRIPT



**PATTERNS AND GOTCHAS**



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1. Asynchronicity in JavaScript (a history lesson)
2. Why `async/await`?
3. Gotchas
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# ASYNCHRONICITY IN JAVASCRIPT



Primitives:

- Callbacks
- Promises
- (Observables)
- `async/await`

What's asynchronous in a web application?

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**tl;dr** Most things



1. any network calls (HTTP, database)

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2. timers (`setTimeout`, `setInterval`)



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3. filesystem access

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  2. timers (`setTimeout`, `setInterval`)
  3. filesystem access
- ... Anything else that can be offloaded

In JavaScript, these operations are non-blocking.

## HTTP Request in Python:

```
data = request(myUrl)
print(data)
```

## HTTP Request in JavaScript:

```
request(myUrl, (err, data) => {
  console.log(data);
});
```

Why non-blocking I/O?

You don't want to freeze your UI while you wait.

## Why non-blocking I/O?

You don't want to freeze your UI while you wait.

Non-blocking -> waiting doesn't cost you compute cycles.

How non-blocking I/O is implemented (in JavaScript):

- pass a "callback" function
- it's called with the outcome of the async operation

# NODE-STYLE CALLBACKS

```
myAsyncFn((err, data) => {  
  if (err) dealWithIt(err);  
  doSomethingWith(data);  
})
```

A callback is:

- "just" a function
- in examples, usually anonymous functions (pass `function () {}` directly)
- according to some style guides, should be an arrow `function ( () => { })`
- called when the async operation



## A Node-style callback is:

- called with any error(s) as the first argument/parameter, if there's no error, `null` is passed
- called with any number of "output" data as the other arguments

ie. `(err, data) => { /* more logic */ }`

# **NODE-STYLE CALLBACKS: PROBLEMS**



# 1. CALLBACK *HELL*



```
myAsyncFn((err, data) => {  
  if (err) handle(err)  
  myOtherAsyncFn(data, (err, secondData) => {  
    fun(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
    fn(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
  })  
})
```

For each asynchronous operation:

- extra level of indent
- lots of names for async output: `data`,  
`secondData`

## 2. SHADOWING VARIABLES

```
myAsyncFn((err, data) => {  
  if (err) handle(err)  
  myOtherAsyncFn(data, (err, secondData) => {  
    fun(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
    fn(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
  })  
})
```

- `err` (in `myAsyncFn` callback) `!==` `err` (in `myOtherAsyncFn` callback) despite having the same name

### 3. DUPLICATED ERROR HANDLING ❄️

- 1 call to `handle(err)` per operation

```
myAsyncFn((err, data) => {  
  if (err) handle(err)  
  myOtherAsyncFn(data, (err, secondData) => {  
    fun(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
    fn(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
  })  
})
```

## 4. SWALLOWED ERRORS

Ideal failure:

- fail early
- fail fast
- fail loud

## Spot the unhandled error:

```
myAsyncFn((err, data) => {  
  if (err) handle(err)  
  myOtherAsyncFn(data, (err, secondData) => {  
    fun(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
    fn(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
  })  
})
```



# Silent error

```
myAsyncFn((err, data) => {  
  if (err) handle(err)  
  myOtherAsyncFn(data, (err, secondData) => {  
    // Missing error handling!  
    fun(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
    fn(data, secondData, (err) => {  
      if (err) handle(err)  
    })  
  })  
})
```

- `err` doesn't get handled
- 🙅 hope your linter caught that

# CALLBACK PROBLEMS 📞

1. Callback hell (indents 🙅)
2. Shadowed variables
3. Duplicated error-handling
4. Swallowed errors

**BRING ON THE PROMISE 🙏**

```
myAsyncFn( )  
  .then((data) => Promise.all([  
    data,  
    myOtherAsyncFn(data),  
  ]))  
  .then([data, secondData] => Promise.all([  
    fun(data, secondData),  
    fn(data, secondData),  
  ]))  
  .then(/* do anything else */)   
  .catch((err) => handle(err));
```

## Pros:

- Chainable: no crazy indent stuff
- Single error handler (`.catch`)
- Lots of tightly scoped functions

## Cons:

- Lots of tightly scoped functions
- Very verbose way of returning multiple things.

```
.then((data) => Promise.all([  
  data,  
  myOtherAsyncFn(data),  
]))
```

**PROMISE GOTCHAS** 👍

Gotcha: 🙈♀ nesting them is super tempting.

```
myAsyncFn( )  
  .then((data) =>  
    myOtherAsyncFn(data)  
      .then(  
        ([data, secondData]) =>  
          Promise.all([  
            fun(data, secondData),  
            fn(data, secondData),  
          ])  
        )  
      )  
  )  
  .catch((err) => handle(err))
```



## Solution: Avoid the Pyramid of Doom 💀

```
myAsyncFn()  
  .then((data) => Promise.all([  
    data,  
    myOtherAsyncFn(data),  
  ]))  
  .then(([data, secondData]) => Promise.all([  
    fun(data, secondData),  
    fn(data, secondData),  
  ]))  
  .then(/* do anything else */)   
  .catch((err) => handle(err))
```

### Promises "flatten":

- you can return a Promise from a `then` and keep chaining

## Gotcha: onRejected callback

The following works:

```
myAsyncFn( )  
  .then(  
    (data) => myOtherAsyncFn(data),  
    (err) => handle(err)  
  );
```

But we're back to doing per-operation error-handling like in callbacks (potentially swallowing errors etc.)

Solution: avoid it, in favour of `.catch`

```
myAsyncFn()  
  .then(  
    (data) => myOtherAsyncFn(data)  
  )  
  .catch((err) => handle(err));
```

*Unless you specifically need it*

# PROMISE 🖐️ RECAP 🚕

- Lots of tightly scoped functions
- Very verbose way of returning/passing multiple things

```
fn()  
  .then((data) => Promise.all([  
    data,  
    myOtherAsyncFn(data),  
  ]))  
  .then(([data, secondData]) => {})
```

**ASYNC/AWAIT** 🦶🦶

```
(async () => {  
  try {  
    const data = await myAsyncFn();  
    const secondData = await myOtherAsyncFn(data);  
    const final = await Promise.all([  
      fun(data, secondData),  
      fn(data, secondData),  
    ]);  
    /* do anything else */  
  } catch (err) {  
    handle(err);  
  }  
})();
```

Given a Promise (or any object that has a `.then` function), `await` takes the value passed to the callback in `.then`

- `await` can only be used inside a function that is `async` \*

```
(async () => {  
  console.log('Immediately invoked function expressions (IIFEs)  
  const res = await fetch('https://jsonplaceholder.typicode.co  
  const data = await res.json()  
  console.log(data)  
})();  
  
// SyntaxError: await is only valid in async function  
const res = await fetch(  
  'https://jsonplaceholder.typicode.com/todos/2'  
)
```

\* top-level (ie. outside of async functions) `await` is coming



- `async` functions are "just" Promises

```
const arrow = async () => { return 1 }
const implicitReturnArrow = async () => 1
const anonymous = async function () { return 1 }
async function expression () { return 1 }

console.log(arrow()); // Promise { 1 }
console.log(implicitReturnArrow()); // Promise { 1 }
console.log(anonymous()); // Promise { 1 }
console.log(expression()); // Promise { 1 }
```

**LOOP THROUGH SEQUENTIAL CALLS** 

## With async/await:

```
async function fetchSequentially(urls) {  
  for (const url of urls) {  
    const res = await fetch(url);  
    const text = await res.text();  
    console.log(text.slice(0, 100));  
  }  
}
```

## With promises:

```
function fetchSequentially(urls) {  
  const [ url, ...rest ] = urls  
  fetch(url)  
    .then(res => res.text())  
    .then(text => console.log(text.slice(0, 100)))  
    .then(fetchSequentially(rest));  
}
```

# SHARE DATA BETWEEN CALLS

```
async function run() {  
  const data = await myAsyncFn();  
  const secondData = await myOtherAsyncFn(data);  
  const final = await Promise.all([  
    fun(data, secondData),  
    fn(data, secondData),  
  ]);  
  
  return final  
}
```

We don't have the whole

```
.then(() => Promise.all([dataToPass, promiseThing]))  
.then([data, promiseOutput]) => { })
```

# ERROR HANDLING



```
async function withErrorHandling(url) {
  try {
    const res = await fetch(url);
    const data = await res.json();
    return data
  } catch(e) {
    console.log(e.stack)
  }
}

withErrorHandling(
  'https://jsonplaceholder.typicode.com/todos/2'
  // The domain should be jsonplaceholder.typicode.com
).then(() => { /* but we'll end up here */ })
```

# CONS OF `async/await` 🤘

- Browser support is only good in latest/modern browsers
  - polyfills (async-to-gen, regenerator runtime) are sort of big
  - supported in Node 8+ though 🙋♀
- Keen functional programming people would say it's leads to a more "imperative" style of programming

**GOTCHAS** 🌄

# CREATING AN ERROR 📦

- throw-ing inside an `async` function and `Promise.reject` work the same
- `.reject` and `throw Error` objects please 🙏

```
async function asyncThrow() {  
  throw new Error('asyncThrow');  
}  
function rejects() {  
  return Promise.reject(new Error('rejects'))  
}  
async function swallowError(fn) {  
  try { await asyncThrow() }  
  catch (e) { console.log(e.message, e.__proto__) }  
  try { await rejects() }  
  catch (e) { console.log(e.message, e.__proto__) }  
}  
swallowError() // asyncThrow Error {} rejects Error {}
```



# WHAT HAPPENS WHEN YOU FORGET `await`? 🐙

- values are undefined
- `TypeError: x.fn is not a function`

```
async function forgotToWait() {  
  try {  
    const res = fetch('https://jsonplaceholder.typicode.com/tod  
    const text = res.text()  
  } catch (e) {  
    console.log(e);  
  }  
}  
  
forgotToWait()  
// TypeError: res.text is not a function
```

# WHAT HAPPENS WHEN YOU FORGET `await`? 🐙

- `console.log` of Promise/async function
- \*inserts 100th reminder\*: an `async` function is a Promise

```
async function forgotToWait() {  
  const res = fetch('https://jsonplaceholder.typicode.com/todos')  
  console.log(res)  
}  
  
forgotToWait()  
// Promise { <pending> }
```

# PROMISES EVALUATE EAGERLY ✨

- Promises don't wait for anything to execute, when you create it, it runs:

```
new Promise((resolve, reject) => {  
  console.log('eeeeager');  
  resolve();  
})
```

# TESTING GOTCHAS

- Jest supports Promises as test output (therefore also `async` functions)
- what if your test fails?

```
const runCodeUnderTest = async () => {
  throw new Error();
};

test('it should pass', async () => {
  doSomeSetup();

  await runCodeUnderTest();
  // the following never gets run
  doSomeCleanup();
})
```

# TESTING GOTCHAS



- *BUT* do your cleanup in "before/after" hooks, async test bodies crash and don't clean up which might make multiple tests fail

```
describe('feature', () => {  
  beforeEach(() => doSomeSetup())  
  afterEach(() => doSomeCleanup())  
  test('it should pass', async () => {  
    await runCodeUnderTest();  
  })  
})
```

# PATTERNS

A lot of these are to avoid the pitfalls we've looked in the "gotchas" section.

# RUNNING PROMISES IN PARALLEL

- `Promise.all`

```
function fetchParallel(urls) {  
  return Promise.all(  
    urls.map(  
      (url) =>  
        fetch(url).then(res => res.json())  
    )  
  );  
}
```

# RUNNING PROMISES IN PARALLEL

- `Promise.all` + `map` over an `async` function
- Good for logging or when you've got non-trivial/business logic

```
function fetchParallel(urls) {  
  return Promise.all(  
    urls.map(async (url) => {  
      const res = await fetch(url);  
      const data = await res.json();  
      return data;  
    })  
  );  
}
```



# DELAY EXECUTION OF A PROMISE 🖐️

- Promises are eager, they just wanna run!
- Use a function that returns the Promise

```
function getX(url) {  
  return fetch(url)  
}  
  
// or  
  
const delay = url => fetch(url)
```

- No Promise, no eager execution
- Fancy people call the above "thunk"

# SEPARATE MIX SYNCHRONOUS AND ASYNCHRONOUS OPERATIONS 🐎

async fetch > do stuff in memory > async write back

```
const fs = require('fs').promises

const fetchFile = () =>
  fs.readFile('path', 'utf-8');
const replaceAllThings = (text) =>
  text.replace(/a/g, 'b');
const writeFile = (text) =>
  fs.writeFile('path', text, 'utf-8');

(async () => {
  const text = await fetchFile();
  const newText = replaceAllThings(text);
  await writeFile(newText);
})();
```

# RUNNING PROMISES SEQUENTIALLY

- using recursion + rest/spread and way too much bookkeeping

```
function fetchSequentially(urls, data = []) {  
  if (urls.length === 0) return data  
  const [url, ...rest] = urls  
  return fetch(url)  
    .then(res => res.text())  
    .then(text =>  
      fetchSequentially(  
        rest,  
        [...data, text]  
      ));  
}
```

# RUNNING PROMISES SEQUENTIALLY

- using `await` + a loop?

```
async function fetchSequentially(urls) {  
  const data = []  
  for (const url of urls) {  
    const res = await fetch(url);  
    const text = await res.text();  
    data.push(text)  
  }  
  return data  
}
```

# PASSING DATA IN SEQUENTIAL ASYNC CALLS

- return array + destructuring in next call, very verbose in Promise chains

```
async function findLinks() { /* some implementation */ }

function crawl(url, parentText) {
  console.log('crawling links in: ', parentText);
  return fetch(url)
    .then(res => res.text())
    .then(text => Promise.all([
      findLinks(text),
      text
    ]))
    .then(([links, text]) => Promise.all(
      links.map(link => crawl(link, text))
    ));
}
```

# PASSING DATA IN SEQUENTIAL ASYNC CALLS

- `await` + data in the closure

```
async function findLinks() { /* someimplementation */ }



async function crawl(url, parentText) {
  console.log('crawling links in: ', parentText);
  const res = await fetch(url);
  const text = await res.text();
  const links = await findLinks(text);
  return crawl(links, text);
}
```

# ERROR HANDLING ❌

- try/catch, or .catch 🙋♀

```
function withCatch() {  
  return fetch('borked_url')  
    .then(res => res.text())  
    .catch(err => console.log(err))  
}  
  
async function withBlock() {  
  try {  
    const res = await fetch('borked_url');  
    const text = await res.text();  
  } catch (err) {  
    console.log(err)  
  }  
}
```

# WORKSHOP

- "callbackify"-ing a Promise-based API 
- getting data in parallel using callbacks 
- "promisify"-ing a callback-based API (read/write file)
- Why we don't mix async and sync operations