

## Home Assignment: 1 Promises in JavaScript

**Objective:** Here, our aim is to be aware of how we handle/consume the promise

**Key points:**

- Handle promises using the `.then()` and `.catch()` approach
- Handle async code using the **await** keyword

**Reading documents:**

- Promise revision: <https://www.geeksforgeeks.org/javascript-promise/>
- Async/await: <https://www.programiz.com/javascript/async-await>

**Practice assignment Requirements:**

- We are adding a file in our repo that has enclosed promises or is an async function
- Now you just need to practice consuming those promises using both the approaches we discussed in today's class
  - a. Using `.then .catch`
  - b. Using `async/await` instead
- File for practice, `.then` and `.catch` =>  
[https://github.com/testleaftrainings/Playwright\\_JS\\_Weekend\\_Tasks/blob/main/Homework/Week1/Day2/callbackWithPromies.js](https://github.com/testleaftrainings/Playwright_JS_Weekend_Tasks/blob/main/Homework/Week1/Day2/callbackWithPromies.js)
- File for practice `async/await` =>  
[https://github.com/testleaftrainings/Playwright\\_JS\\_Weekend\\_Tasks/blob/main/Homework/Week1/Day2/callbackWithAsyncAwait.js](https://github.com/testleaftrainings/Playwright_JS_Weekend_Tasks/blob/main/Homework/Week1/Day2/callbackWithAsyncAwait.js)

**The expected flow in the script is:**

```
/**
 * Implement the script using promise handling using .then and catch approach
 *
 * Flow is
 * 1. user signs up to the slack() and if its sucessfull , we call next step
 * 2. our script then adds profile pic for him(), if its succesfull, we call next step
 * 3. then our script post into intro channel , if its succesfull, we call next step
 * 4. if any step did not complets, it will raise error and we should catch it
 *
 * 5. Note: you can introduce error / reach reject state in promise by turning the
 * flag isDbConnectionFine = false
 */
```

**Expected Outcome:**

Upon completion, you should be able to:

- Grasp the fundamental concepts of handling promises using two different approaches