

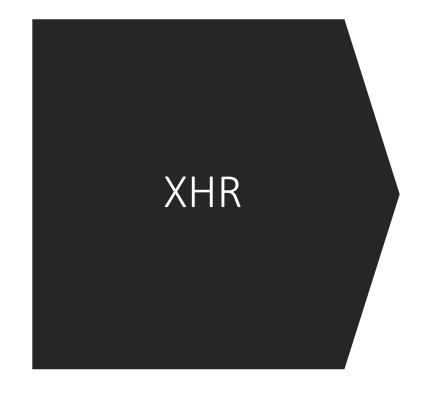
Asynchronität mit Promises

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## Inhalt

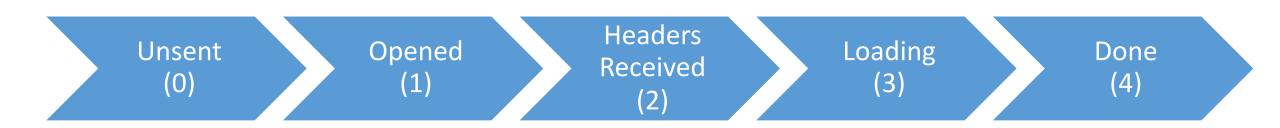
- Http-Zugriff
- DEMO: Erste Lösung
- Promises
- DEMO: Bessere Lösung





XmlHttpRequest onreadystatechange readystate responseText responseXML status statusText open() send() abort() setRequestHeaders() getResponseHeaders()

## Readystate



## XHR

```
function loadData() {
    var xmlhttp;
    xmlhttp = new XMLHttpRequest();
    [...]
}
```

#### XHR

```
function loadData() {
    var xmlhttp;
    xmlhttp = new XMLHttpRequest();
    xmlhttp.onreadystatechange = function() {
        if (this.readyState == 4 && this.status == 200) {
            console.debug(this.responseText);
    };
    [...]
```

#### XHR

```
function loadData() {
   var xmlhttp;
    xmlhttp = new XMLHttpRequest();
   xmlhttp.onreadystatechange = function() {
        if (this.readyState == 4 && this.status == 200) {
            console.debug(this.responseText);
    };
   xmlhttp.open("GET", "http://...", true);
   xmlhttp.send();
```

# DEMO



- Definiert einen Wert, der (noch) nicht zwingend bekannt ist.
- Zustände:
  - pending, fulfiled, rejected

```
function loadData() {
    return new Promise((resolve, reject) => {
        //Async:
        resolve(4711);
        //reject("err!");
    });
}
```

```
function loadData() {
    return new Promise((resolve, reject) => {
       //Async:
                                       Wird sofort ausgeführt!
       resolve(4711);
       //reject("err!");
    });
loadData()
    .then((result) => {
        console.log(result);
    })
    .catch((err) => {
        console.log(err);
    });
```

## Promise Chaining

```
loadData()
   .then((result) => {
        return 'XYZ';
        // throw new Error();
   })
   .then((result) => {
        console.debug(result == 'XYZ');
   })
   .catch((err) => {
        console.log(err);
   });
```

## Promise Chaining

```
loadData()
   .then((result) => {
        return loadData(...); // erfolgreich
        // return loadData(...); // nicht erfolgreich
   })
   .then((result) => {
        console.debug(result == 'XYZ');
   })
   .catch((err) => {
        console.log(err);
   });
```

# DEMO