## Module : (1) [web API's (1)]

1 Fetch () / Axios

- Used to make HTTP requests to get or send data.

11 FETCH

11 GET request using Fetch

Fetch ( "h++ps = 11 json place holder . Ly picode . com/posts (i)

- · then (response -) response joon ())
- · then (data =) console. log (data))
- · catch (error =) console. error ("Error =") error)

11 AXIOS

axios. get ("https://jsonplaceholder.typicode.com/posts/")

- . then (response =) console. log (response.data))
- · catch (error =) console. error ("Error = ", error) ];
- 1) localstorage / sessionstorage

- Store data in the browser

11 local Storage

local 3torage, set I tem ("username?", "ng 24 ??); store console log (docal Storage - get I tem ("username"); Il remiève local Storage - remove I tem (10 username"); Il remove

11 Session Storage

session Storage. Set I tem ("token", "123abc"); console. log (scssion Storage get I tems ("token"));

sessionStorage . clear ():

11 removes all session storage item

(5) Abort Controller

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**D** 

Cancel a fetch request if it's taking too long.

const controller = new Abort Controller ();

const signal = controller . signal

Fetch ( " h++ps: //sonplaceholder - +ypicode o com /posts,"
Esignal )

other (res =) resigson ())

· then (data =) console. log (data))

· catch (err =) }

if (err.name=== "AbortError") console.log ("fetch
aborted!");

else console Error (err); 3);

Il concel the request after 2 seconds

Set Time Out ((S =) controller-about (), 2000);

## (6) request Animation Frame ()

Create smooth animations in the browser

const box = document. query Selector ( "c.box ");

let pos = 0;

function animate () ?

pos+= 2;

box . Style . left = pos + "px";

TF (pos (300) }

17 request Animatton Frame (animate);

animate();