**Promise:**

A promise is a special javascript object that represents the eventual completion(or failure) of an asynchronous operation.

#Three states :

1.pending : initial state, the promise is still waiting for the operation to finish.

2.Fullfilled : the operation completed successfully.

3.Rejected : the operation failed.

Exaplanation :

To create a promise new promise();

The promise constructor takes a function with two parameters :

Resolve : --to mark as the promise is successful

Reject : ---to mark it as failed

**Handling :**

.then() method is called when the promise is fulfilled.

It receives the result from the resolve();

.catch() method is called when promise is rejected;

It receives the result from the reject();

Example :

Chainning Promises :

--you can have chain multiple.then()

EX:

<script>

        let promise = new Promise((resolve, reject) => {

            setTimeout(() => {

                resolve(5);

                }, 1000);

            }

            );

            promise.then((result) => {

                console.log(result);

                return result\*2

            })

            .then((result) => {

                console.log();result

                return result +3;

                })

            .then(result=>{

                console.log(result);

            })

                .catch((error) => {

                    console.log("error",error);

                    })

    </script>

1.Promise with setTimeOut :

Example :